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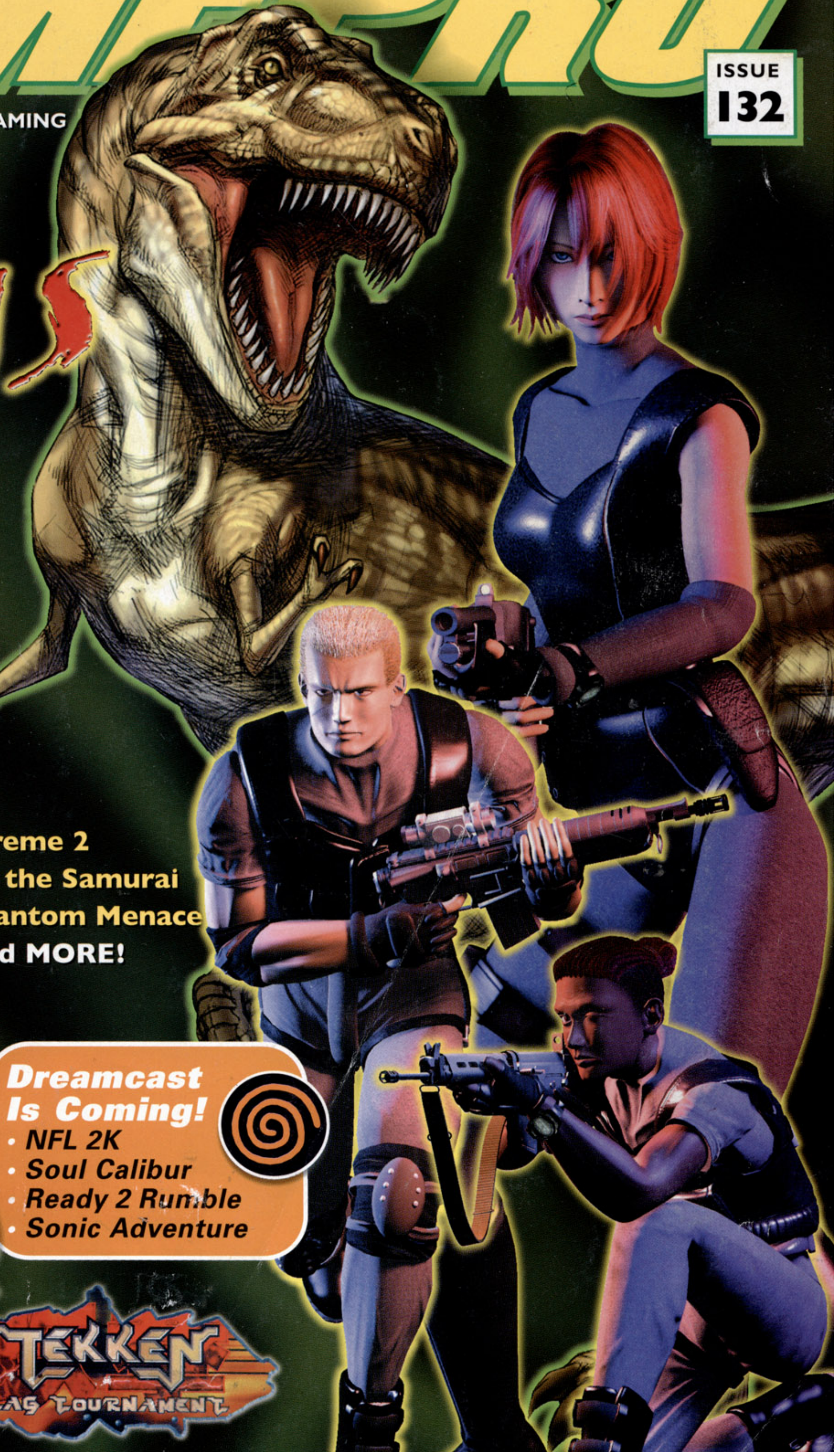

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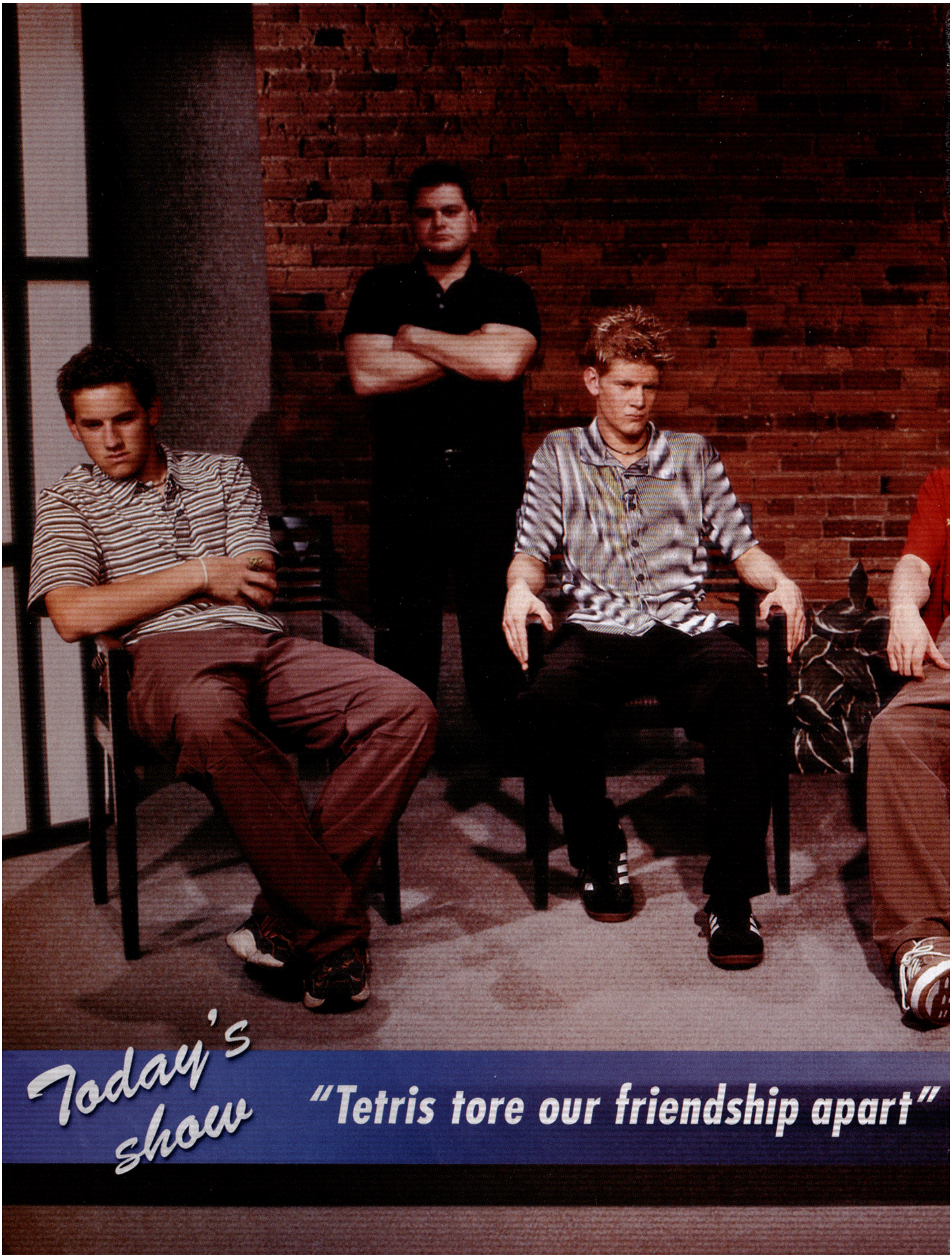
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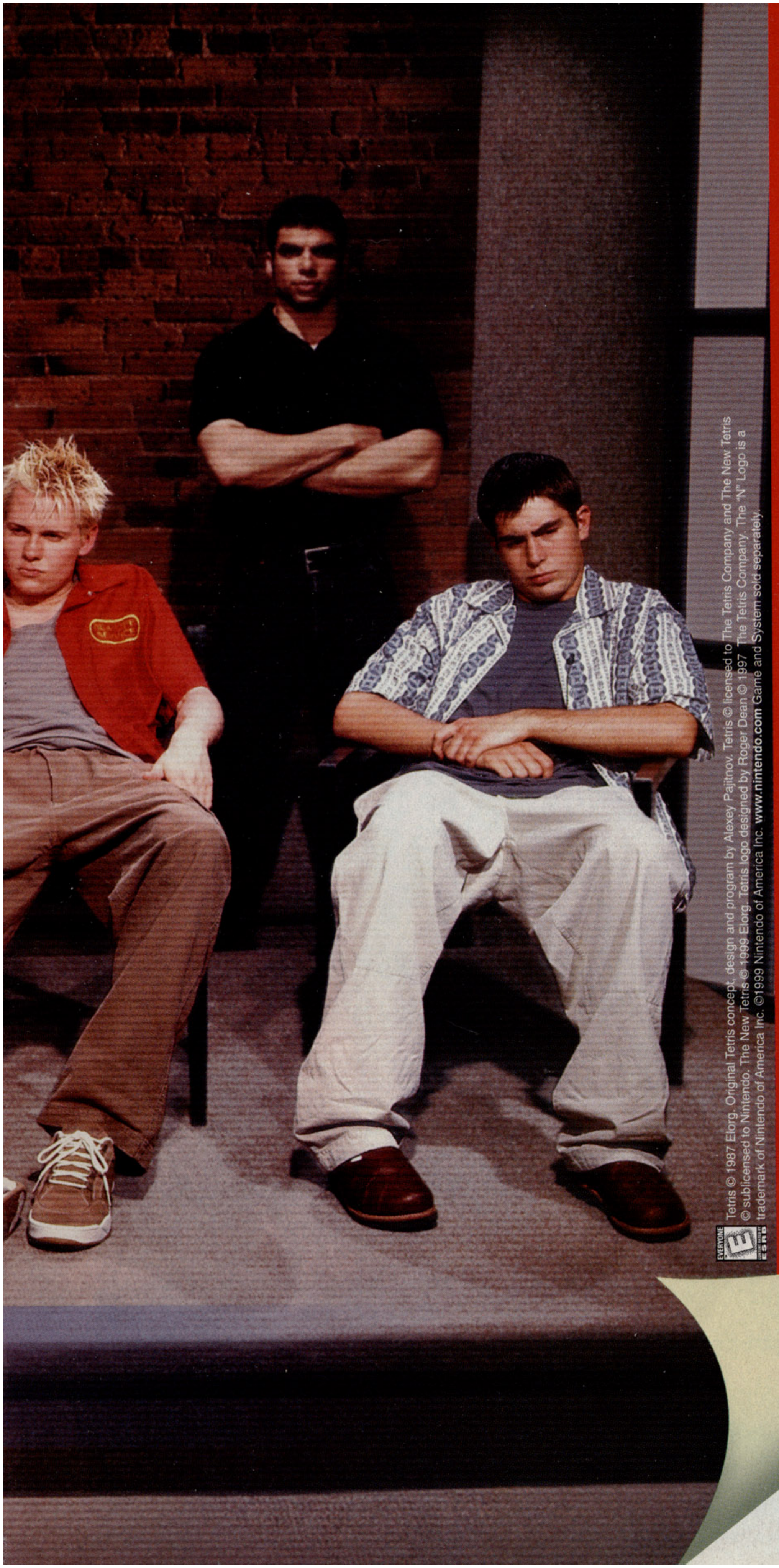

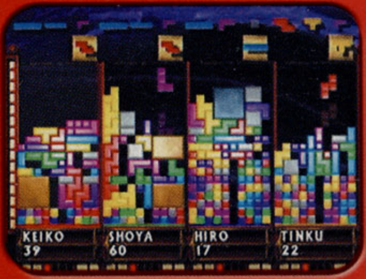
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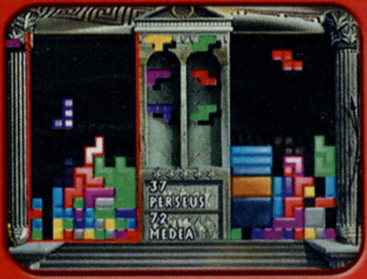
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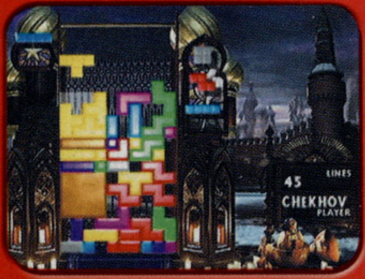
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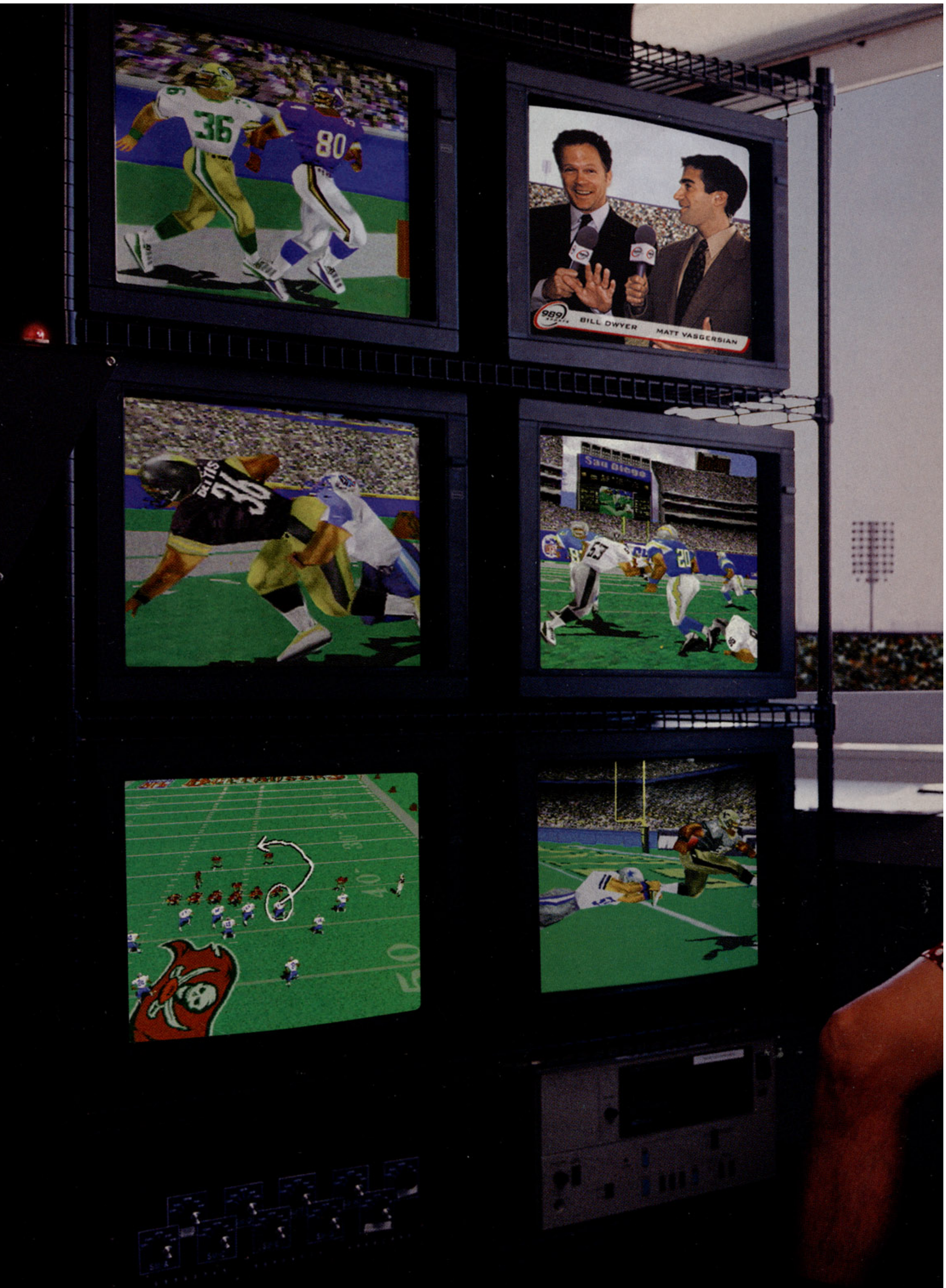

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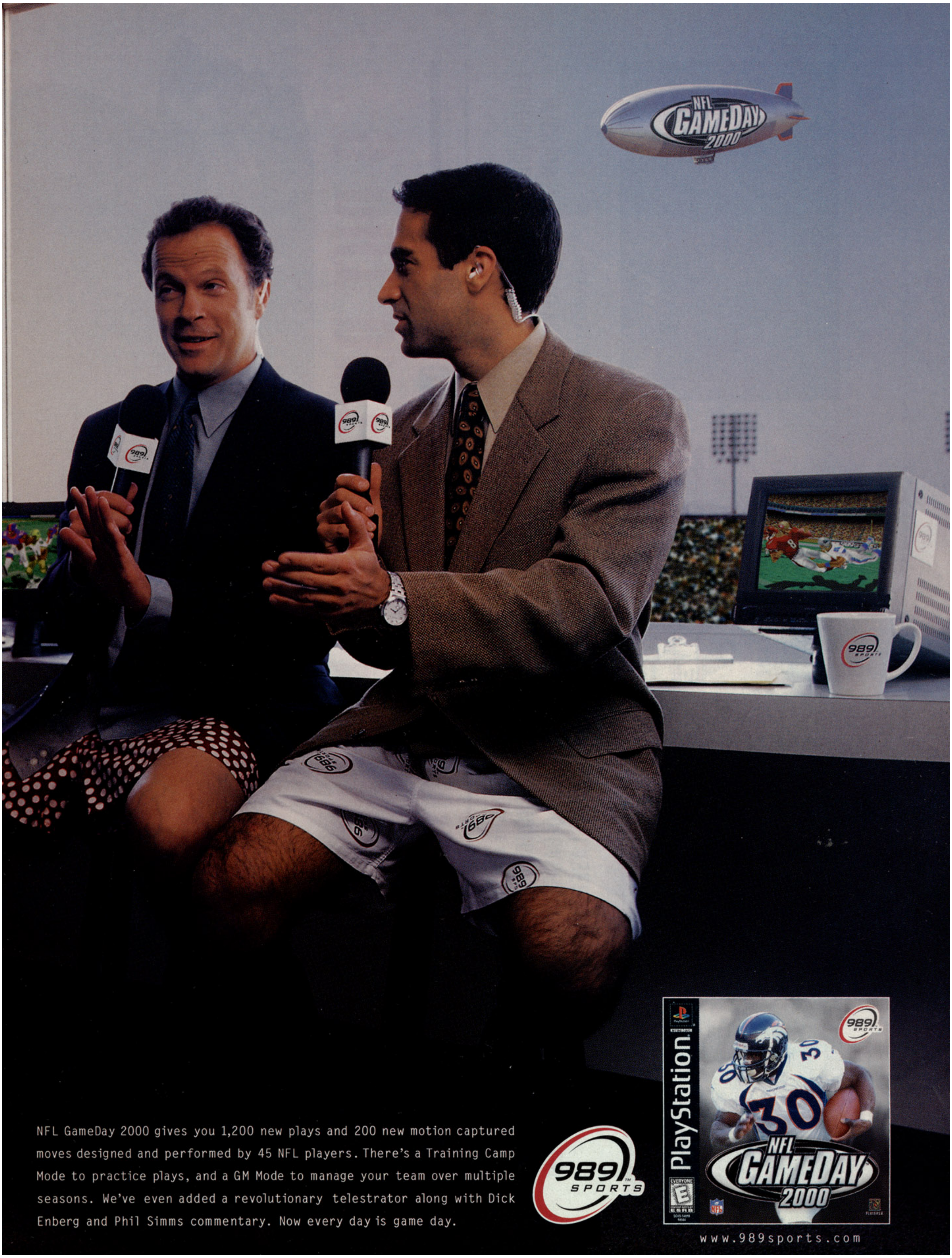
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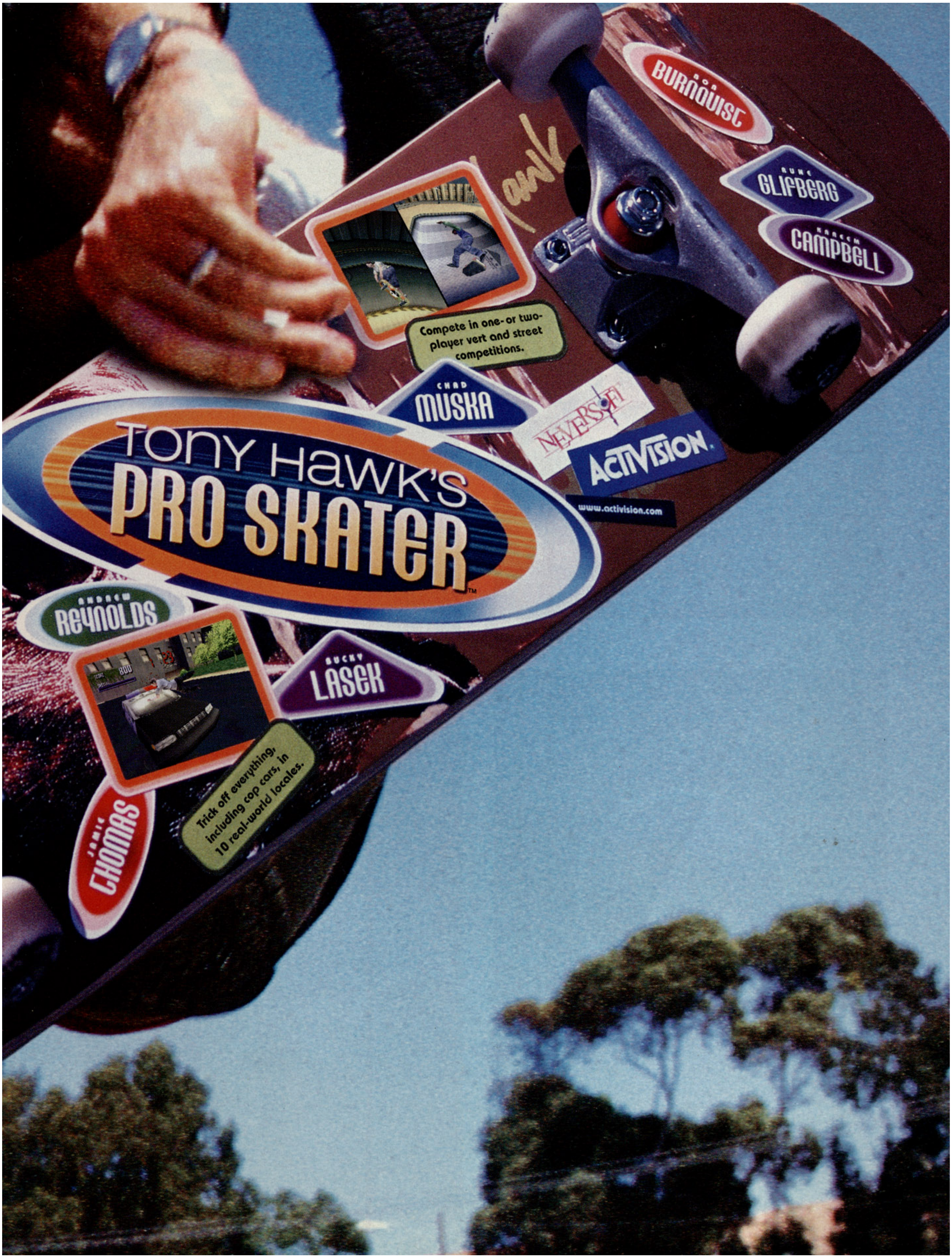
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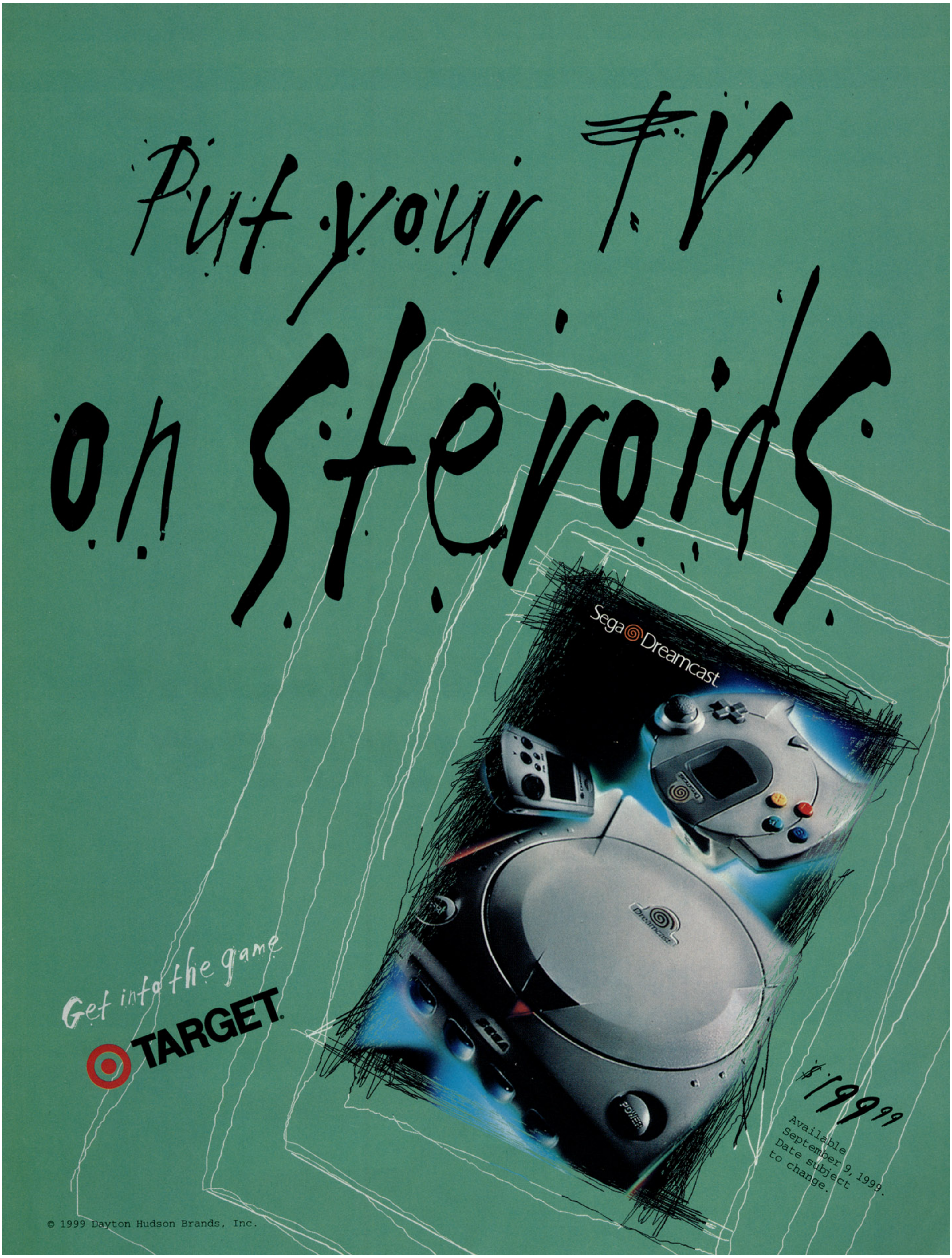
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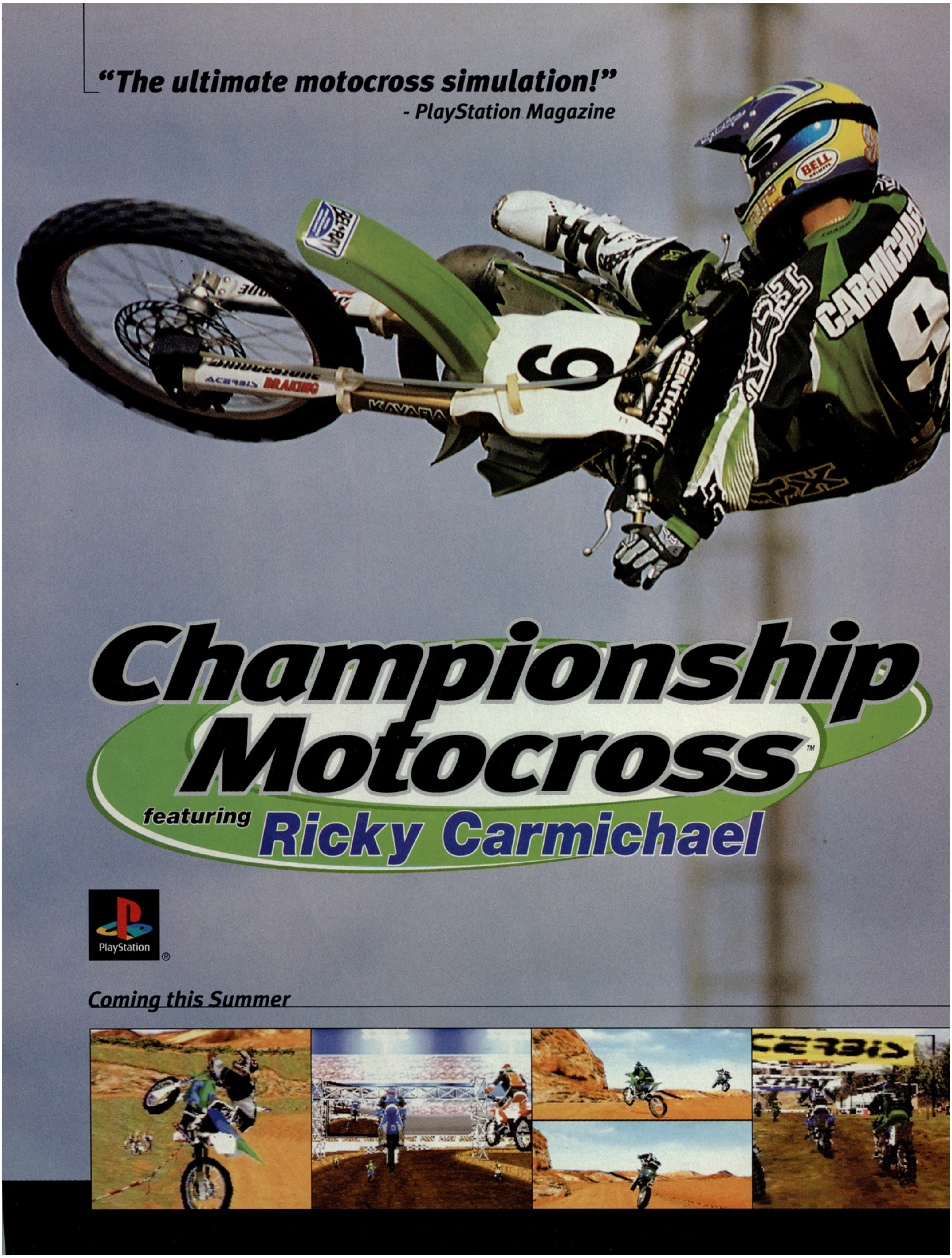
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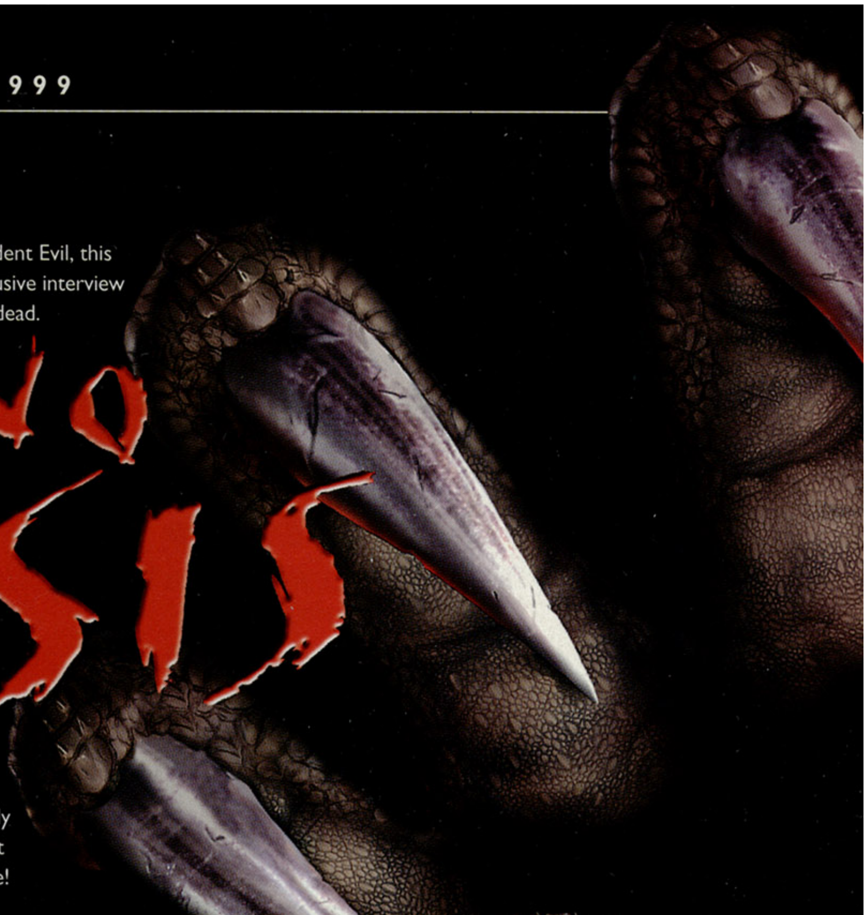

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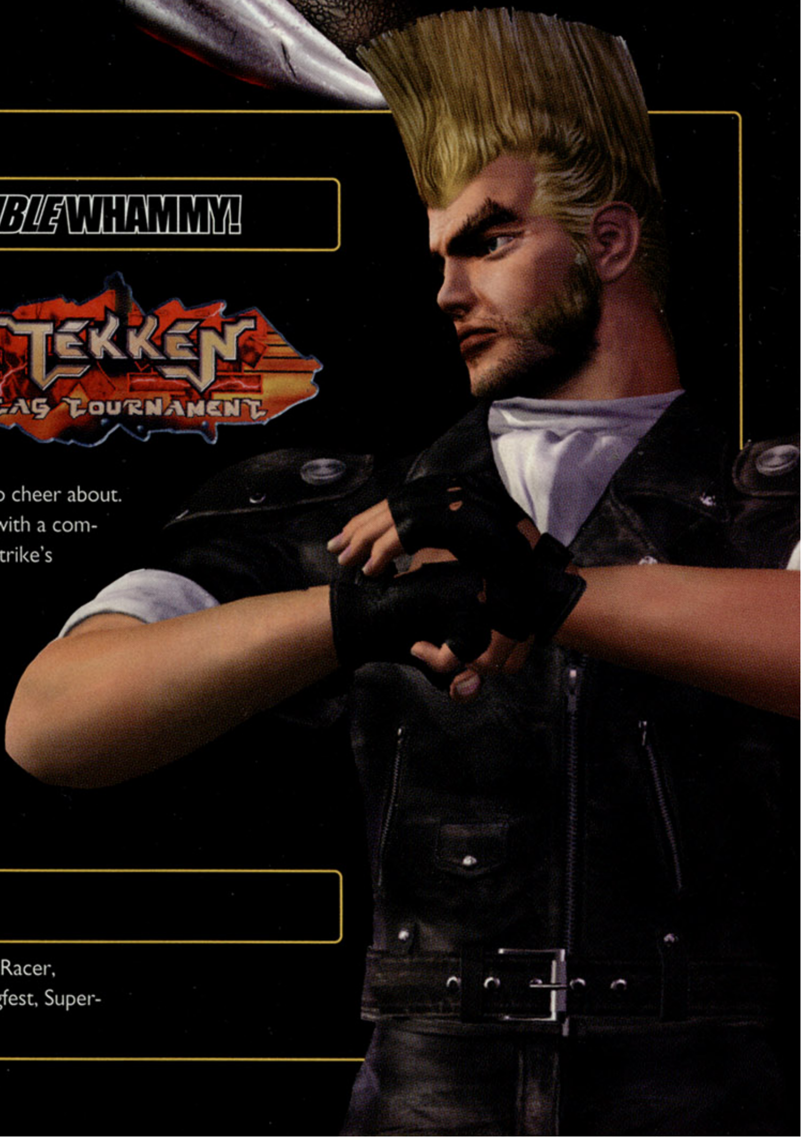

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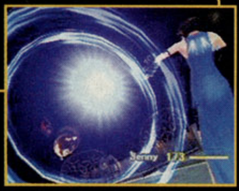

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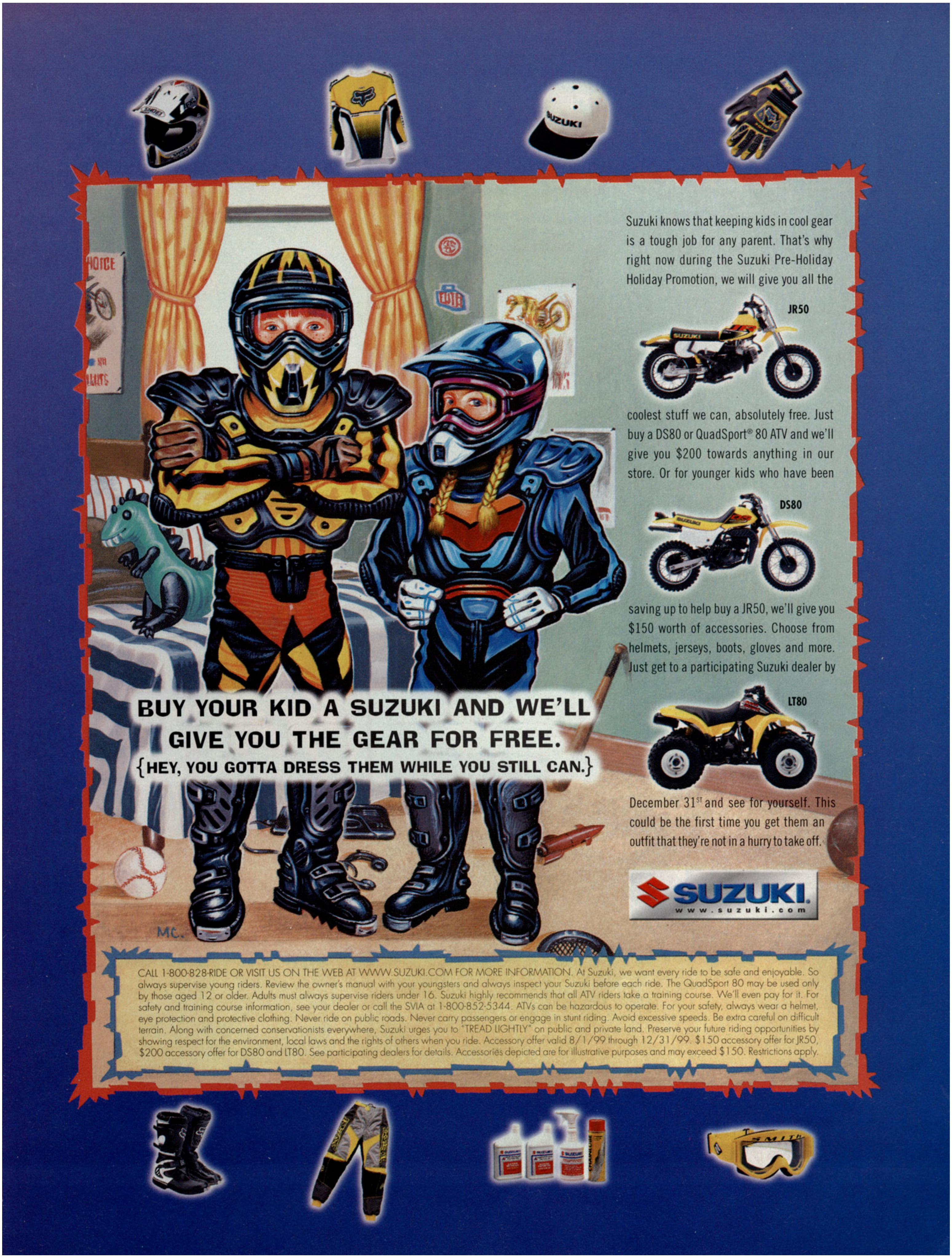

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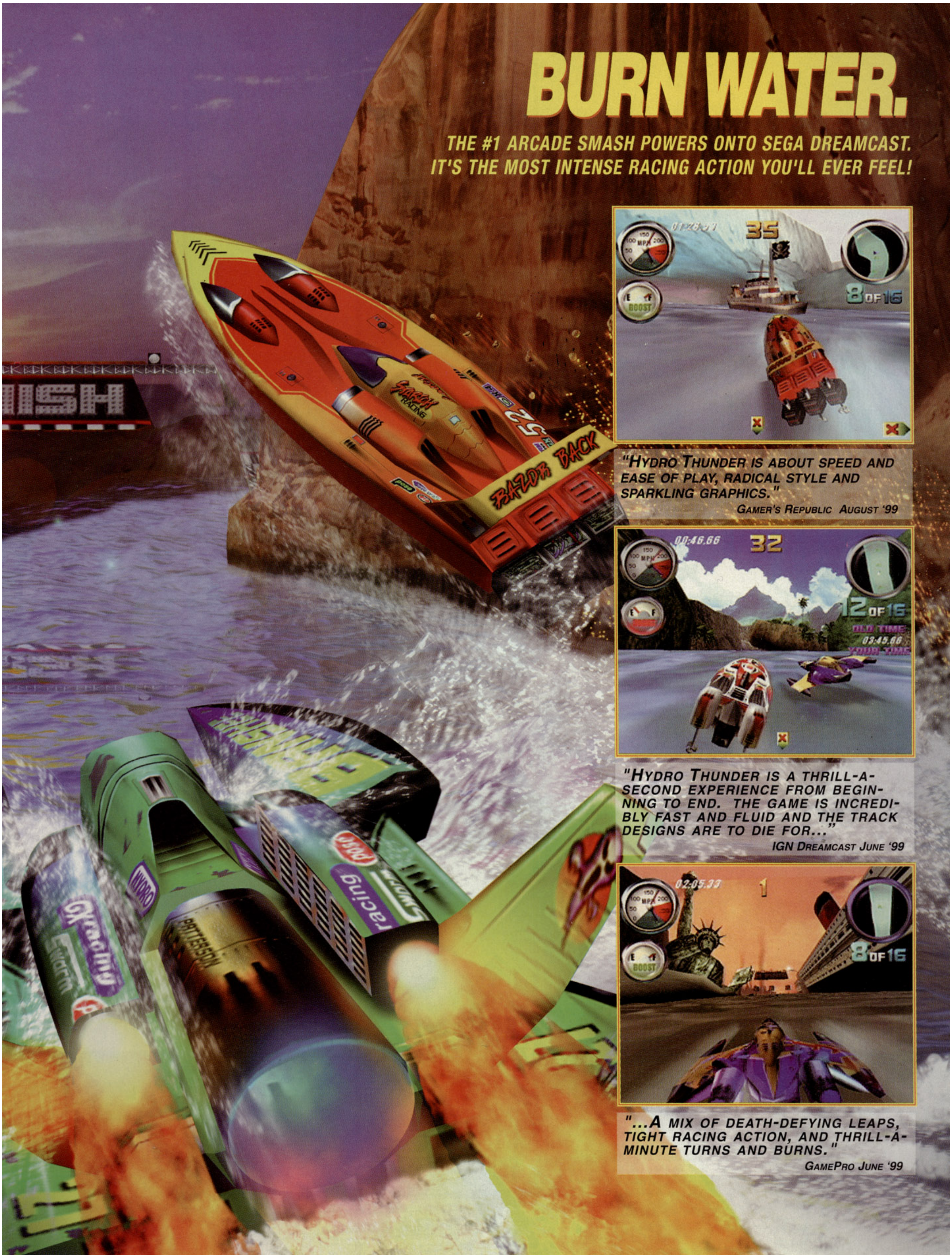
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CG CLIMAX GRAPHICS

Sega Dreamcast

MATURE M AGES 17+ CONTENT RATED BY ESRB

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Toyeca
R6 Turbo
Acclaim
LARGE

True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!

Wildly interactive environments: museum, cruise ship, ghost town and supermarket!

lap
2/3
last lap
00:45:127
best lap
00:45:127
race
01:16:130
5th
R6 Turbo
Evil Weasel

Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!

4 racing modes and *battle mode*! Go blast away on the blacktop at the playground!

Small Cars.
Big Bad Attitude.
RE-VOLT
Acclaim
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EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO64

PC CD-ROM

PlayStation ®

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MITE
GOOD VOLT

This is remote control racing done right! Realistic R/C physics, great weapons, awesome environments and eye-spinning graphics. Rip it up on tracks littered with objects to knock out of your way and into your opponents. Gun it through environments you always dreamed of racing through, but never could before! Barrel through museums, trash toy stores, and blast through botanical gardens. Cause serious mayhem with a seriously small car. All at scale speeds of up to 300 mph. Remember: When you want the maximum racing experience, pick the right model — Re-Volt.

RE-VOLT™

Radio Controlled Revolution

HEAD2HEAD

EDITOR'S LETTER

Dream a Little Dream

Sometimes dreams really do come true. This issue, GamePros everywhere can rejoice that some of theirs are materializing.

Resident Evil fans have been dreaming of a zombie-zapping sequel ever since they put Tyrant away in RE2. For you, we preview Resident Evil 3: Nemesis for the PlayStation in this issue along with Resident Evil 2 for the Nintendo 64. Plus, we tease you with a title that could be even better: Dino Crisis (our cover feature) is the latest game from Shinji Mikami, the creator of the Resident Evil series. This game will prove that dinosaurs are alive... and that they're very, very hungry.

If you're a hardcore monster hunter with RE zombies shambling through your dreams, you won't want to miss our PlayStation review of Soul of the Samurai. Call it Resident Evil: The Samurai's Cut, or call it a clone—but any way you slice it, it's fresher than grandma's sushi.

By now, Hardknox35, DavidR273, and Jesse Cooper are wondering if we've heard them dreaming about new game systems. Here's one for you, guys. You can preview in this issue all the hot Dreamcast games due out on 9/9/99, the American system's launch. At last! But if you haven't put in your pre-order by now, you may have to be content to just dream about the Dreamcast a little longer.

Of course, Sega's not the only company dreaming about video gaming to come. Nintendo also has plans for a new console system, codenamed the "Dolphin." "The Cutting Edge" tells gamers what to expect on the day of the Dolphin in 2000.

Now, GamePros, it's time to turn the page and let visions of zombies and new video game adventures dance through your heads.

The GamePros
San Francisco, CA
letters@gamepro.com

GAMEPRO
1989
10
YEARS
1999

I'M TURNING JAPANESE

Why does Japan get everything first? We would love to get the PlayStation 2 this fall instead of winter 2000, we would love to have Final Fantasy VIII in our game libraries, and we'd love to own a Dreamcast right now. American gamers are getting the short end of the stick. Please tell me why we get everything a year later than gamers in Japan.

▶ Hardknox35 via Internet

Here are three reasons Japan gets video game stuff first: Sony, Nintendo, and Sega. You recognize the names of these Japanese companies? While innovation certainly occurs in the U.S., the Japanese have a knack for taking ideas, improving them, and making them succeed in the marketplace. We don't have the space here to list all the innovative Japanese game companies, but you know who they are. If it's any consolation, the Japanese also get the best TVs, sound systems, cell phones, cars, and sushi first. They even got Pokémon before we did! Don't feel bad—just enjoy it when you can.

SALES, LIES, AND VIDEO GAMES

I overheard a sales rep at Babbage's saying that the PlayStation 2's price will be about $650-$700 at release. Is this true, or just a lie intended to hype the Dreamcast that he's so eager to sell?

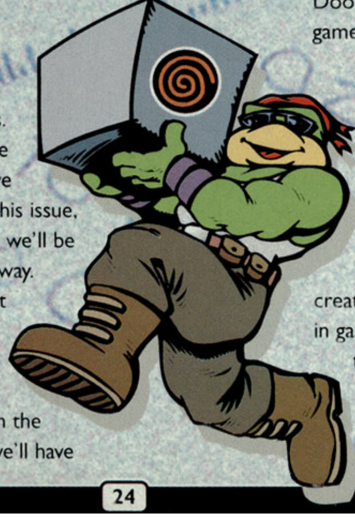
▶ DavidR273 via Internet

What you heard was a rumored price for the PlayStation 2. We've heard that the cost of producing the Emotion Engine chip alone could be about $100, so it's not inconceivable for the complete PS2 unit to retail around $499. Is this a propaganda ploy to juice Dreamcast sales? It's about as much a ploy as Sony hinting that it'll show the PlayStation 2 on September 17 at the Tokyo Toy Show and then launching the system in Japan in December.

WILL SEGA SAG?

The Dreamcast screens look great, but some of those from the PlayStation 2 look incredible, too. So, I have a couple of questions for you experts at *GamePro*. What system will be the best buy? And how much will the new systems and games cost?

▶ Jesse Cooper via Internet



We'll all buy Dreamcasts. Some of the games we've seen so far are impressive (see the special feature this issue, "Let's Do Launch!"), and we'll be able to play them right away. (The Dreamcast will cost $199 with games retailing between $30-$50.)

Because the PlayStation 2 won't appear in the U.S. for at least a year, we'll have 12 months to save our money for that system. And backward compatibility is a very good thing.

(Please don't ask us about Nintendo's Dolphin, or we'll cry. But you can read about it in "The Cutting Edge" this issue.)

YOU MAKE ME TENTH UP

D'OH!
GAMEPRO
YOSHI'S COOKIE!
STAR WARS!
ProReviews

I really enjoyed your 10th Anniversary Issue [May]. However, in "*GamePro*: We're Making History," you claim that prior to Super Smash Bros., Mario had never appeared on a *GamePro* cover. Take a look at your June '93 cover–you may just notice Mario and Yoshi there.

▶ Adam King via Internet

You win the "Sickest *GamePro* Reader Of The Year" prize for remembering that issue.—*Undercover Lover*

QUAKE ME UP WHEN IT'S OVER

Many gamers are wondering what will be remembered as the game of the century. My vote is for Quake (PC). Its graphics aren't that great (even with 3D acceleration), and the single-player mode is boring. However, Quake exemplifies the future: multiplayer gaming. The Dreamcast will have multiplayer support, and the PlayStation 2 is rumored to have a built-in modem. So we should acknowledge the game that started the new era–Quake!

▶ Harry Searing

Did Quake capture the imaginations of people of all ages and socio-economic backgrounds (like Pac-Man did)? Did it introduce a genre (Donkey Kong, for platform games), or establish a level of excellence for gameplay (The Legend of Zelda: Ocarina of Time)?

Quake borrowed concepts from Duke Nukem, Doom, and even Castle Wolfenstein. Our pick for game of the century? The O.J. Simpson trial.

SHOOT HITS THE FANS

Will the tragedy in Colorado have an effect on how much violence is allowed in video games?

▶ NanaRama88 via Internet

Game companies are certainly scrutinizing the creative decisions they make about portraying violence in games. Video game marketers are also going to have to tone down violence in ads. Plus, stores are beginning to strictly adhere to the ESRB rating system (featured in *GamePro*).

CUT OUT AND PLACE OVER ☞ AN IMAGE OF YOUR MOST FEARED VIDEO-GAME MONSTER. IT WON'T MAKE SPRITE ANY MORE REFRESHING, BUT IT WILL GIVE US A PRETTY CHEAP ENDORSEMENT, WHICH IS REALLY HOW THE GAME IS PLAYED ANYWAY. IMAGE IS NOTHING. THIRST IS EVERYTHING. **OBEY YOUR THIRST.**

CAFFEINE FREE
Sprite

"You're just lucky I don't have taste buds or I'd bust through your video screen, spray you with toxic gas and drink all your Sprite."

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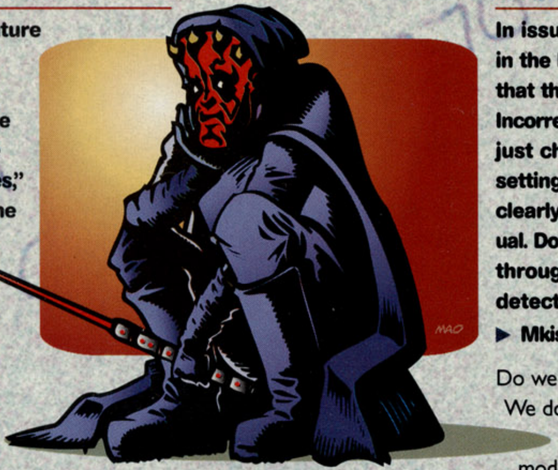
PHANTOM GAMEPLAY



You said in a special feature that the Star Wars Episode 1 games would be released at the same time as the movie [see "The Menace Approaches," May]. Now I hear that the release date for the Phantom Menace game for the PlayStation has been pushed to August. Is this true?

▶ RE1st via Internet

That's absolutely true. LucasArts may have known that going in, but we didn't find out until later. The PC version of the game shipped on time—but the PlayStation version needed some major help. But you can check out the ProReview of the PlayStation version in this issue.

BLOODY BIG DEAL

In issue 129 [June], you state in the Bloody Roar 2 ProReview that there's no practice mode. Incorrect. In custom mode, you just change the "human vs" setting to "practice." It is also clearly mentioned in the manual. Don't your reviewers search through every mode, or do I detect a hint of laziness?

▶ Mkiss via Internet

Do we detect a hint of snottiness? We do. We did indeed say that there was no practice mode—because the version of Bloody Roar 2 we reviewed *had* no practice mode. The mode in question was added later in order to round out the game's depth (the Japanese version has no practice mode either).

WE'VE GOT MAIL

We asked a few questions to those subscribers who have patiently stayed with us over our 10-year history. Here's one of the amazing "ProResponses" we've received!

Ken Boykin

Name: The Boykin twins (Keith and Kenneth)

Readers since: 1991

Age: 19

Favorite game(s) of the last 10 years?

Ken: The Legend of Zelda: Ocarina of Time. I played that game so often, most of the game's tunes are stuck in my head—it has to be the best N64 game yet.

Keith: It's a tie between Marvel Super Heroes and Twisted Metal 2 for the PlayStation.

Least favorite game of the last 10 years?

Ken: It has to be Multi Racing Championship for the N64—the control and lackluster game levels totally sucked.

Keith: Perfect Weapon for the PlayStation. The camera angles, along with the music and interminable loading times, made Perfect Weapon straight-up nasty! It was after buying that game that we started checking *GamePro*'s ratings.

What do you like about *GamePro*?

Ken: I love "Art Attack" because I'm somewhat of an artist.

Keith: I love "SWATPro" because I thrive on codes. Next, "Buyers Beware" because The Watch Dog is looking out for the readers.

Best *GamePro* moment?

Ken: When I saw the "LamePro" special featuring "Samurai Modown."

Keith: The discovery of Resident Evil 2 in issue #99!

Why is *GamePro* the best?

Ken: GamePro is constantly evolving—every issue is new and improved.

Keith: Your ratings generally match my feelings about the games, so I trust *GamePro*'s opinions.

Keith Boykin

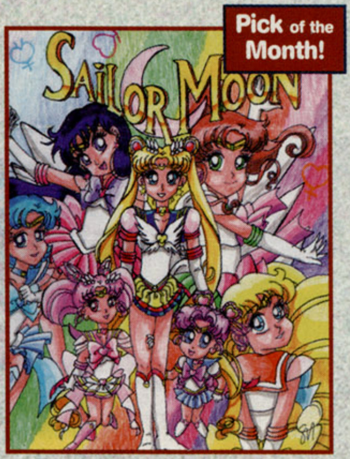
Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro magazine
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

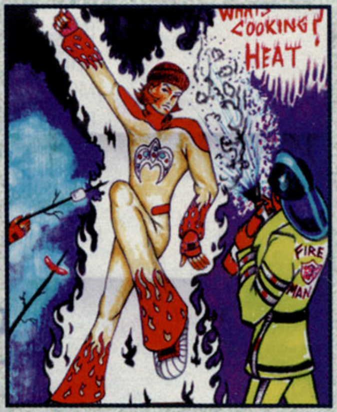
We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

ART ATTACK

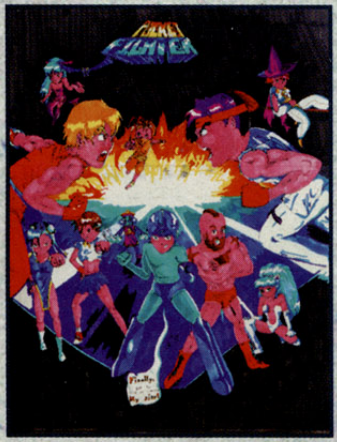
Pick of the Month!



Shawna Miranda, Waterford, CA



Uhduh P. Nauni, Cache, OK



Chris Ives, Missoula, MT

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[ROAD]
[RASH]
[N64]
Coming Late September
ROAD RASH 64
Diapers may be required
TEEN
AGES 13+
CONTENT RATED BY ESRB
THQ

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BUYERS BEWARE

BY THE WATCH DOG

School is coming on fast—but while I'm enjoying the last days of homework-free liberty, some gamers are still stuck with the summertime blues.

SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

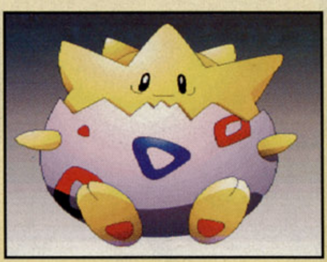
YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q I have a problem with my Pokémon game. After catching the creature Missingno, I'm no longer able to play any saved games. Is there something wrong with my Game Boy or my game?

RAR7746423
VIA INTERNET



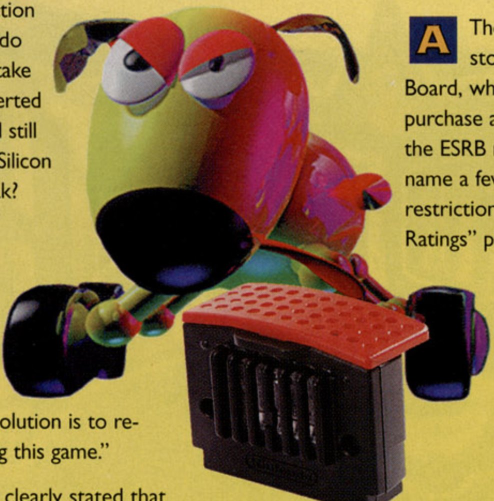
Missingno is one Pokémon you don't want to catch!

A A Nintendo customer service rep answers: "Catching Missingno may cause the game to do two things: The graphics in certain areas will look scrambled or your saved games will be corrupted. You'll know that your saved games are corrupted if you can't retrieve them. The only solution to this "Missingno" glitch is to erase all of your saved games and start a brand-new game. To erase all saved games, go to the Main Menu and simultaneously press B, Select, and ↑. A menu will appear asking if you want to delete all your games. Delete all the games and start a brand-new game. In the new game, save your game in the area where you have your first battle. Wait a few seconds to make sure the game is saved and then turn off your system for a few minutes. Turn on your Game Boy. If you can play your saved game, then you'll know the glitch has been erased."

The Watch Dog growls: This glitch really sucks—especially if you've caught all 150 Pokémon and saved the game with Missingno. You'd think a company like Nintendo would be bug-free—especially with its extensive game-testing division. Perhaps a refund is in order.

Q In the "Buyers Beware" section of your May issue, Nintendo stated that it wasn't necessary to take out the Expansion Pak once it's inserted into an N64 because old games will still play. So why doesn't Space Station Silicon Valley work with the Expansion Pak?

HAOHMARU71
VIA INTERNET



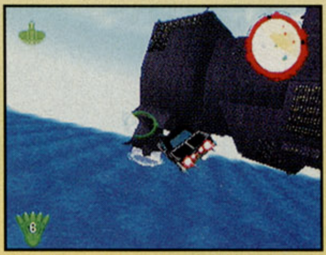
As you walk through this Valley, be sure to use your Jumper Pak.

A A Nintendo customer service rep replies: "Space Station Silicon Valley may freeze if there is an Expansion Pak inserted into the system. The only solution is to re-insert the Jumper Pak when playing this game."

The Watch Dog snarls: Nintendo clearly stated that all N64 games can be played with the Expansion Pak inside the system. Now it says that Space Station Silicon Valley is unplayable with the Expansion Pak. Perhaps Nintendo should give Jumper Paks away free to anyone who has lost, thrown out, or misplaced theirs because of the confusion created by the big N (Jumper Paks go for $4.95 and are sold only by Nintendo). As far as we know, Space Station Silicon Valley is the only game that is unplayable with the Expansion Pak.

Q While playing Star Wars: Rogue Squadron for the N64, I entered the code that allows me to fly a car [see "SWATPro," May]. But if I pause the game when I'm flying the car, the game freezes. What's going on with my game?

TRATTR
VIA INTERNET



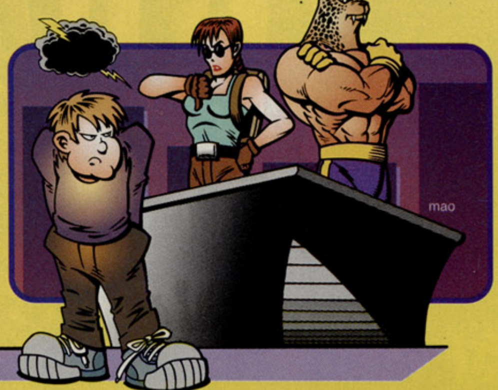
Does Rogue Squadron's flying car need some antifreeze?

A A Nintendo customer service rep responds: "If you want to pause the game while flying the car, make sure the camera is set in cockpit view. If you're in any other camera view before you press Pause, the game will freeze."

Q Every time I go to the local video store to buy a game rated Mature, the store refuses to sell it to me. I'm 15 years old and think I'm old enough to make my own decision on what to buy. Does the store have the right to refuse a sale based on age?

LISA CATRON
VIA INTERNET

A The Watch Dog explains: Lisa, you may think you're old enough, but store owners and the ESRB (the Entertainment Software Rating Board, which rates games) disagree. You must be at least 17 years old to purchase a game that has received a Mature rating. There are reasons why the ESRB rates a game Mature (overt violence, mature sexual themes, to name a few), and we're glad to learn that stores are enforcing the rating restrictions. (For more info on the ESRB and its ratings, see our "ESRB Ratings" page in this issue.)



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EVERYONE
CONTENT RATED BY ESRB
NINTENDO 64
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ROCKSTAR GAMES

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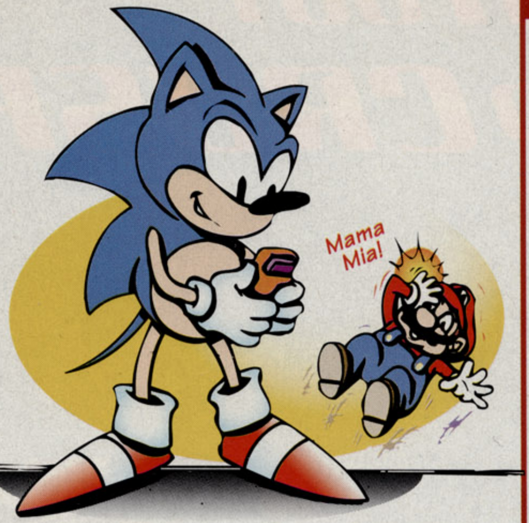
Game Boy: There It Grows Again

Cell phone companies and Sega (yes, Sega) jump on the Nintendo bandwagon in Japan



Nintendo's 10-year-old Game Boy is changing from The Little System That Could to The Little System People Can't Believe. Two early summer announcements serve to support the handheld's continued—if atypical—success in its homeland of Japan.

In late May, Sega Enterprises President Shoichiro Irimajiri shocked readers of the Japanese newspaper *Nihon Keizai Shimbun* with the revelation that his company would soon sell software for Nintendo's Game Boy Color. Details are still being finalized, but the first title expected to appear is a portable version of the Saturn RPG Sakura Taisen (aka Sakura Wars). For Irimajiri, the decision is purely business. "We do not have any plans to introduce a portable game system for the time being," he said in the interview. "We also want to make effective use of our software and character resources as new revenue sources." Sega may also release games for the Neo•Geo Pocket and Bandai's WonderSwan in Japan. Still, don't hold your breath for an import PlayStation version of House of the Dead; outside the portable market, Irimajiri said that ports to other consoles "would be difficult to do so long as the Dreamcast exists."

Roughly a month later, Nintendo announced that it would offer telecommunications software to link the Game Boy to cellular phones, enabling users to download and play games. The innovation, announced by Nintendo of Japan President Hiroshi Yamauchi, will be offered sometime next year in conjunction with mobile-phone service providers in Japan. Nintendo's stock rose a whopping 11 percent the day of the announcement. Not to be outdone, Bandai said that it would offer the WonderGate, an add-on cellular adapter for its own portable, the WonderSwan, before the end of this year.

大神さん……あたし、
大神さんとなら、力の限り
戦えそうな気がします！

Sakura Taisen, shown here in its 32-bit Saturn incarnation, is expected to be Sega's Game Boy Color release.

It's worth noting that both of these announcements in Japan may never impact the American market; however, if these innovations prove successful (or more accurately, profitable), Sega and Nintendo may consider bringing them stateside. Nintendo has sold more than 75 million Game Boy units worldwide over the last decade.

64DD To Debut At Last?

In early June, Nintendo happily announced a new joint venture in Japan that would introduce an online network for Nintendo 64 gamers, enabling them to access the Internet, play games in online tournaments, and download new software this winter. And where are you going to store that software? You guessed it—the long-delayed 64DD disk drive.

So when's the 64DD coming out? Nintendo's not saying, but the company does expect to have 10 compatible software titles out by year's end and hopes to sell half a million units in Japan. Also, in order to access the new network, users will need the 64DD, a modem, and the RAM Expansion Pak. Nintendo expects to offer all of the above as a bundled package, presumably also by December.

If the 64DD comes out in Japan, will Nintendo release it in America? With the Dolphin and PlayStation 2 looming, is it already too late? Read *GamePro* for future developments.

Thanks to Nintendo's new online network, the 64DD looks more solid than ever. In Japan, anyway.

NEWS BITS

Sony To Show PlayStation 2 in September

The public will soon get a chance to glimpse Sony's future—and maybe the future of console gaming as well. "A lot of people have been asking when they'll see the next-generation PlayStation," said Sony Computer Entertainment America President Ken Kutaragi at a Japanese awards ceremony in June. "We're pushing to unveil a prototype at the Tokyo game show on September 17." Sony will probably announce a price and release date for the system at the show as well, and could begin selling the machine as early as this holiday season in Japan. *GamePro* will give you the goods—be sure to watch this space for details.

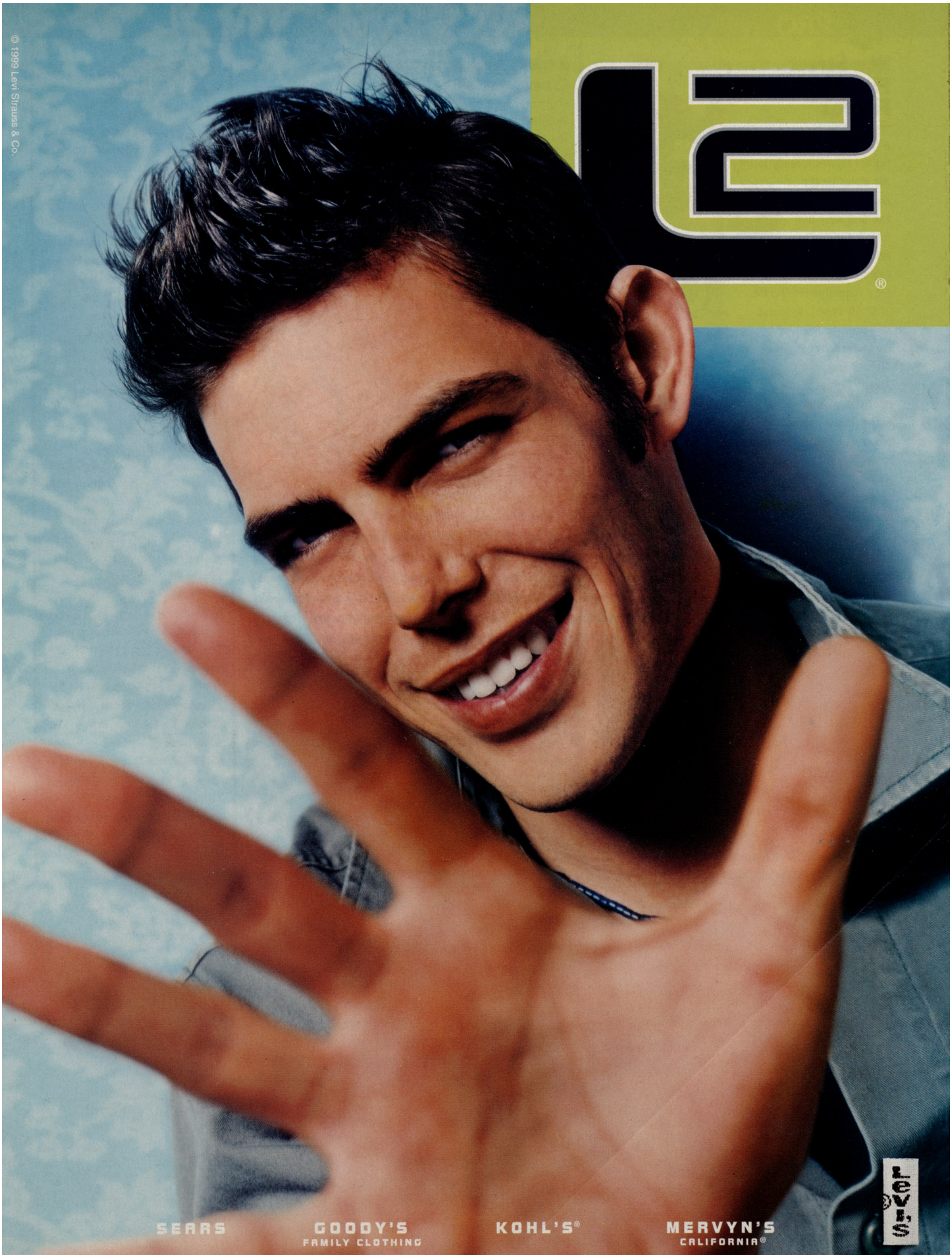
Want to be the first to see what the new PlayStation can do? Get your butt to Tokyo in September.

Flashbacks from 10 Years of *GamePro*

Spectacular Septembers

1991: Nintendo launches the Super Nintendo Entertainment System.
1993: Acclaim releases Mortal Kombat for home consoles. The SNES version replaces the blood with sweat, but with the right code, the Genesis cart contains full gore.
1994: Acclaim releases Mortal Kombat II. The SNES version now contains blood and fatalities.
1995: Sony launches the PlayStation in America for $299.99. Within the first two days of release, 100,000 units are sold.
1996: The Nintendo 64 is officially launched for $199.95. Within the first three days of release, 350,000 units are sold.
1997: *GamePro* gets the first scoop on Sega's new system, the as-yet-unnamed Dreamcast.
1998: *GamePro* touts Messiah as a game "poised to bust major buzz." We're still waiting.
1998: Sega announces the Dreamcast.

Next issue: Outstanding Octobers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GOODY'S
FAMILY CLOTHING
KOHL'S®
MERVYN'S
CALIFORNIA®
LEVI'S

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New Street Fighter Action Figures

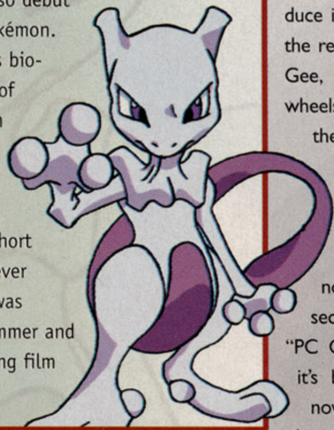
A fireball of all-new Street Fighter figures is ready to hit the stores by the end of this year. The first wave due from ReSaurus includes Ryu, Ken, Alex, Cammy, Blanka, and Vega (at a suggested retail price of $7.99-$9.99). ReSaurus also plans to release figures from Street Fighter Alpha 3 and from the Pocket Fighter series later this year. ReSaurus is the third company to produce SF figures, following Toy Biz and Hasbro.

Pokémon Movie Coming This Fall

Pokémon fans, get ready to catch some all-new Pokémon—on the big screen. Warner Bros., which currently airs the Pokémon TV show, has announced a full-length Pokémon movie to open in American theaters on November 12.

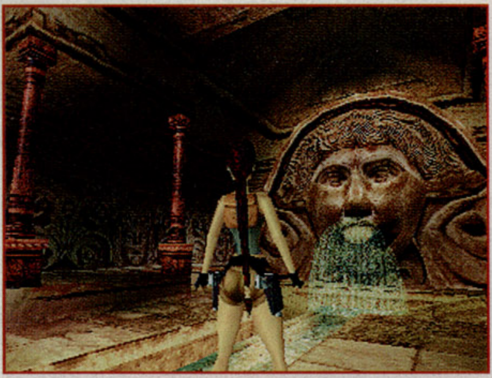
Pokémon the Movie: Mewtwo Strikes Back will not only follow the story of Ash Ketchum in his quest to become the ultimate Pokémon trainer, but will also debut a brand-new Pokémon—Super-Pokémon. Created by Mewtwo (the infamous bio-engineered Pokémon), the strain of Super-Pokémon will challenge Ash and his friends to an ultimate pocket monster battle.

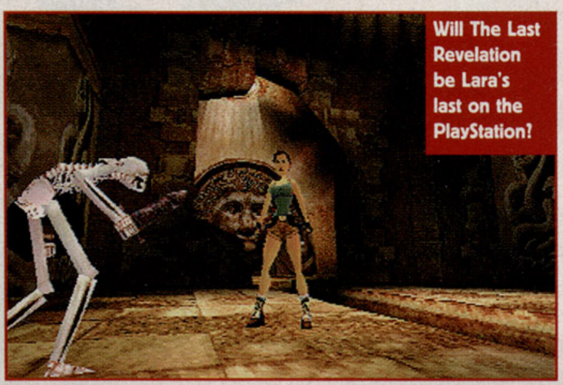
Preceding the movie will be *Pikachu's Vacation*, a 22-minute short that will also feature Pokémon never seen before. *Pokémon the Movie* was already released in Japan last summer and became the fourth-highest grossing film in Japan for 1998.



Eidos Reveals New Tomb Raider Game

The rumors are true: Lara's coming back to the PlayStation, and this time Eidos has a handful of all-new elements for fans of the fictional female. Tomb Raider: The Last Revelation takes place in different locations throughout Egypt, and will be powered by an all-new engine. The game will not have noticeable load times, making it one complete, uninterrupted story with new puzzle mechanics. Lara will benefit from new single-skin character technology. Revelation is slated for November; look for a more complete preview in future issues.





Will The Last Revelation be Lara's last on the PlayStation?

Static

After more than four years of swinging for the fences for *GamePro*, free agent Johnny Ballgame signed with an expansion team. Good luck, JB! • SC&T, makers of the Per4Mer steering wheels, announced that it will not introduce its Enforcer light gun due to the recent hubbub about violence. Gee, if you stopped selling the wheels, that would probably reduce the number of reckless drivers and traffic accidents, too... • Separated at Birth: Darth Maul and the WWF's Kane? • Dan Elektro is stunned that nobody has figured out the secret message buried in the "PC GamePro" section. After all, it's been there for nine issues now... • We have but one simple request: Stop with the F1 games already. • Strange, but true: City officials in Kungsbacka, Sweden, recently named a road "Marios gata"—literally, Mario's Street—in honor of Nintendo's mascot. • With the regular lessons in humility that Air Hendrix has been giving Dan Elektro in Midway's NBA Showtime, the name should be changed to NBA Schooltime. Oof. • Been wondering about those N64 "backup" units with built-in Zip drives? Funny, so have we—look for The Watch Dog's full report in "Buyers Beware" next issue. • Thanks to Activision for hooking the editors up with passes to the XGames... • Speaking of which: Tony Hawk...Tony Hawk...Tony Ha

Top 10 Best-Selling Video Game Titles: May 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Super Smash Bros.	Nintendo 64	Nintendo
2	Star Wars Episode I: Racer	Nintendo 64	LucasArts
3	Ridge Racer Type 4	PlayStation	Namco
4	Mario Party	Nintendo 64	Nintendo
5	Syphon Filter	PlayStation	989 Studios
6	Need for Speed: High Stakes	PlayStation	Electronic Arts
7	Street Fighter Alpha 3	PlayStation	Capcom
8	Triple Play 2000	PlayStation	Electronic Arts
9	MLB 2000	PlayStation	989 Studios
10	3Xtreme	PlayStation	989 Studios

Source: NPD TRSTS Video Games Tracking Service

GAMEPRO LABS

V-Mem: Virtual Memory Card System

Rating: 4.0

If you're a pack rat gamer who constantly fills up memory cards, you need to check out InterAct's new virtual memory card system, V-Mem. This handy hard-drive-like device provides gamers with 900 blocks of memory—that's 60 memory cards' worth of space. Just plug the device into the expansion port located on the back of your PlayStation, and you're ready. You'll be able to manage all the saves you need and transfer data between your virtual card and a normal memory card. Even though it's not licensed by Sony, the V-Mem is still worth the investment.

—The Rookie

Virtual Memory Card System
InterAct

Price: $39.99

Contact: InterAct, 410/785-4064, or at http://www.interact-acc.com

NINTENDO 2000?

WITH SEGA'S DREAMCAST LAUNCH UNDER WAY AND SONY IMPERIOUSLY FLASHING ITS PLAYSTATION 2 CARD, WHAT'S UP WITH NINTENDO? HERE'S THE SCOOP ON NINTENDO'S NEW GAME SYSTEM.

By The Whizz

WHEN IT COMES to video games, never count Nintendo out. Just as Sega and Sony were furiously trying to one-up each other in the race for "wow" factor, Nintendo tossed its chips into the ring at the Electronic Entertainment Expo.

Nintendo and IBM announced a multi-year $1 billion technology agreement to support Nintendo's next home video game console, code-named "Dolphin" (see "ProNews," August). In essence, IBM—sometimes known as "Big Blue"—will design and manufacture a unique 400 megahertz (MHz) processor, dubbed the "Gekko" processor.

ZOO POWER!

Odd animal references aside, Nintendo sees the Dolphin with a Gekko inside swimming to the front of the school when it's launched in fall 2000.

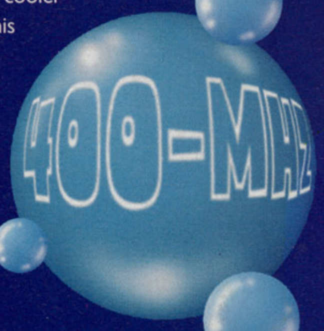
The Gekko CPU will be an extension of IBM's PowerPC computer architecture and will feature its 0.18 micron copper technology. The PowerPC, you may recall, was built through a technological alliance of IBM, Apple Computer, and Motorola. However, it's the "0.18 micron copper technology" stuff that's really pretty cool—in more ways than one.

PLAYING WITH EMOTION

In the computer-chip biz, 0.18 micron technology is basically the newest way to produce silicon chips. The 550-MHz Pentium III PCs that sport chips using this technology are just now beginning to roll out, so you probably won't own one for a while.

The copper manufacturing process essentially enables chip builders to use minute copper wires rather than the traditional aluminum connectors to link tiny transistors that are the meat and potatoes of a computer chip. The linking allows for cooler operating temperatures and, consequently, much faster speeds than regular silicon chips. IBM is the first chip maker to use this technology—which means Nintendo has it now, and Sony doesn't.

Naturally, Nintendo predicts that this and other yet-to-be-disclosed tricks are going to give it major game against Sony's Emotion Engine processor for the PlayStation 2. To build up its case even more, Nintendo has also revealed that its new system will use a companion graphics chip running at 200 MHz. This graphics subsystem has been created by ArtX, a 3D graphics technology design outfit, and built by NEC.



CARTS SLEEP WITH THE FISHES

To cap its move into the millennium, Nintendo will finally say "sayonara" to cartridges, too. Dolphin will support a DVD drive built by Matsushita Electric (of Panasonic fame). The drive's proprietary DVD format will be built to support movies and music. Nintendo has also revealed that it will allow Matsushita to feature Dolphin technology in other "home appliances."

DOLPHIN DREAMS

With Nintendo making waves with the Dolphin, the world of video games is set for the near future. That's good news for gaming—and great news for gamers!

THE STONE

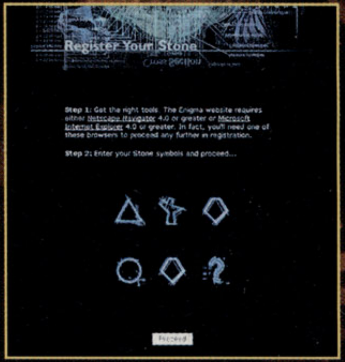
A cryptic pendant, an unknown accomplice, a ton of puzzles, and a ticking clock—The Stone packs all the elements of a baffling online mystery.

By Dan Elektro

A BALD MAN with a recycling symbol tattooed on the back of his neck. A poem written on a ribbon, floating among the stars. A sliding-block puzzle that reveals a photo collage. What do they all have in common? They're all cryptic clues to the mystery of The Stone, one of the most intriguing online games ever created.

Set in Stone

The Stone's challenge starts exactly as you'd expect: with a physical rock. For $19.99, wannabe sleuths can purchase their own zinc alloy stone pendant, emblazoned with six enigmatic symbols. Each stone has one twin with exactly the same glyphs. Log on to http://www.thestone.net with those characters, and you'll find out who in the world your Stonemate is—literally, as it's a global game. (If your companion stone owner hasn't registered yet, don't worry—you can go it alone until they arrive.) From there, you'll have to try to solve the game's 200-plus mindbenders.



Register Your Stone

Step 1: Get the right tools. The Enigma website requires either Netscape Navigator 4.0 or greater or Microsoft Internet Explorer 4.0 or greater. In fact, you'll need one of these browsers to proceed any further in registration.

Step 2: Enter your Stone symbols and proceed...

Six mysterious glyphs mark each stone, and every pendant has a twin. Who will your Stonemate be?

Rock of Ages

The puzzles, many of which relate to time and the turn of the millennium, are as beautiful as they are elegant. Each fits on a single Web page, mixing text, symbols, and photos to hint at simple yet extremely specific answers. The solutions could be people, places, or things; the clues draw on history, music, science, language, and more.

THE STONE
www.thestone.net

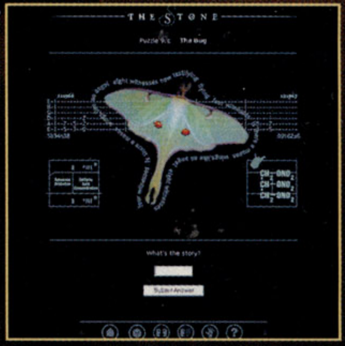
Unlike other electronic guessing games, The Stone lets you know when you're on the right track—if you enter a guess that's related to the answer, you'll get an encouraging message that helps you stay focused. Some puzzles are time-released, so even if you jump in the game late, you're not seriously handicapped. Best of all, every player has the ultimate research tool at their disposal: the Internet.

A Public Stoning

Roughly 14,000 players are already cracking away at The Stone, with more joining daily. The Stone's creators expect the first mystery to be solved sometime in the middle of next year. And what do you win if you discover The Stone's secrets? Good question. The creators aren't discussing what prize or prizes lie at the end of the conundrum. The reward's revelation, it seems, is all part of the mystery.

Own The Stone

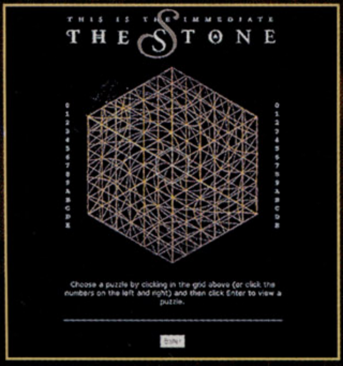
Publisher: Abject Modernity
URL: http://www.thestone.net
Price: $19.99
System requirements: Javascript-capable Web browser
Available: Now at toy, gift, and software stores, as well as from The Stone's Web site



THE STONE

What's the story?

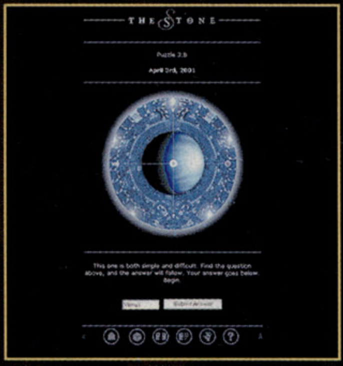
Are you clever and resourceful enough to unravel The Stone's complex riddles?



THIS IS THE IMMEDIATE
THE STONE

Choose a puzzle by clicking in the grid above (or click the numbers on the left and right) and then click Enter to view a puzzle.

The Immediate, a 4D cube, is your interface to hundreds of puzzles.

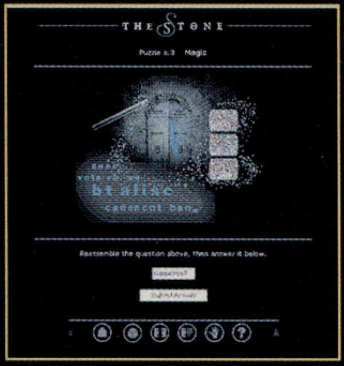


THE STONE

April 3rd, 2001

This one is both simple and difficult. Find the question above, and the answer will follow. Your answer goes below. Begin.

What happens on April 3, 2001? What planet is that? Go figure.

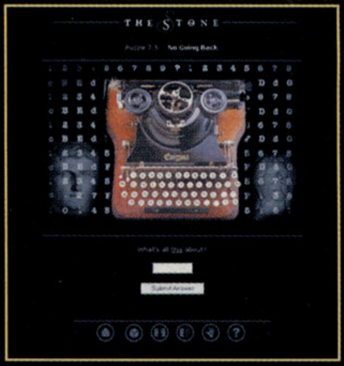


THE STONE

Puzzle 8.3 Magic

Reassemble the question above, then answer it below.

Some puzzles require the discovery of a question before the search for an answer can begin!

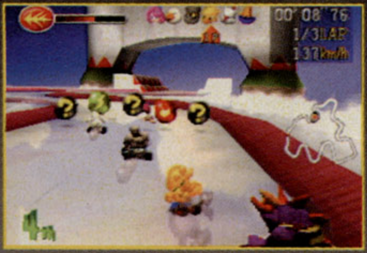


THE STONE

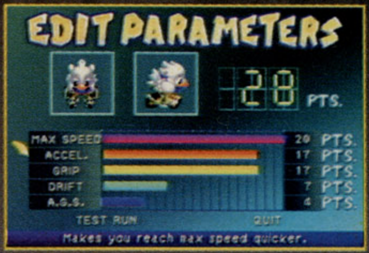
No Going Back

From riddles to ciphers, The Stone's master mystery contains puzzles of every, um, type.

Chocobo Racing™
FLOOR IT or GET OUT of the WAY



High-speed racing action with Chocobo and other FINAL FANTASY® stars!


EDIT PARAMETERS

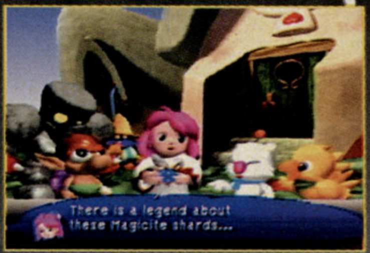
28 PTS.

MAX SPEED	20 PTS.
ACCEL.	17 PTS.
GRIP	17 PTS.
DRIFT	7 PTS.
A.G.S.	4 PTS.

TEST RUN QUIT

Makes you reach max speed quicker.

Create custom racers and test their skills in different racing modes


There is a legend about these Magicite shards...

Unlock hidden characters, tracks and more within the Story Mode

SQUARESOFT®

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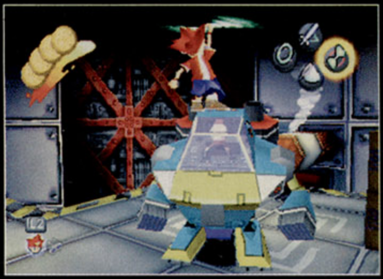
EVERYONE E CONTENT RATED BY ESRB

PlayStation
www.playstation.com
South Seas Banana Co.
"Get some today"
EVERYONE
E
CONTENT RATED BY ESRB
Requires Dual Shock™ analog controller.*

It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.

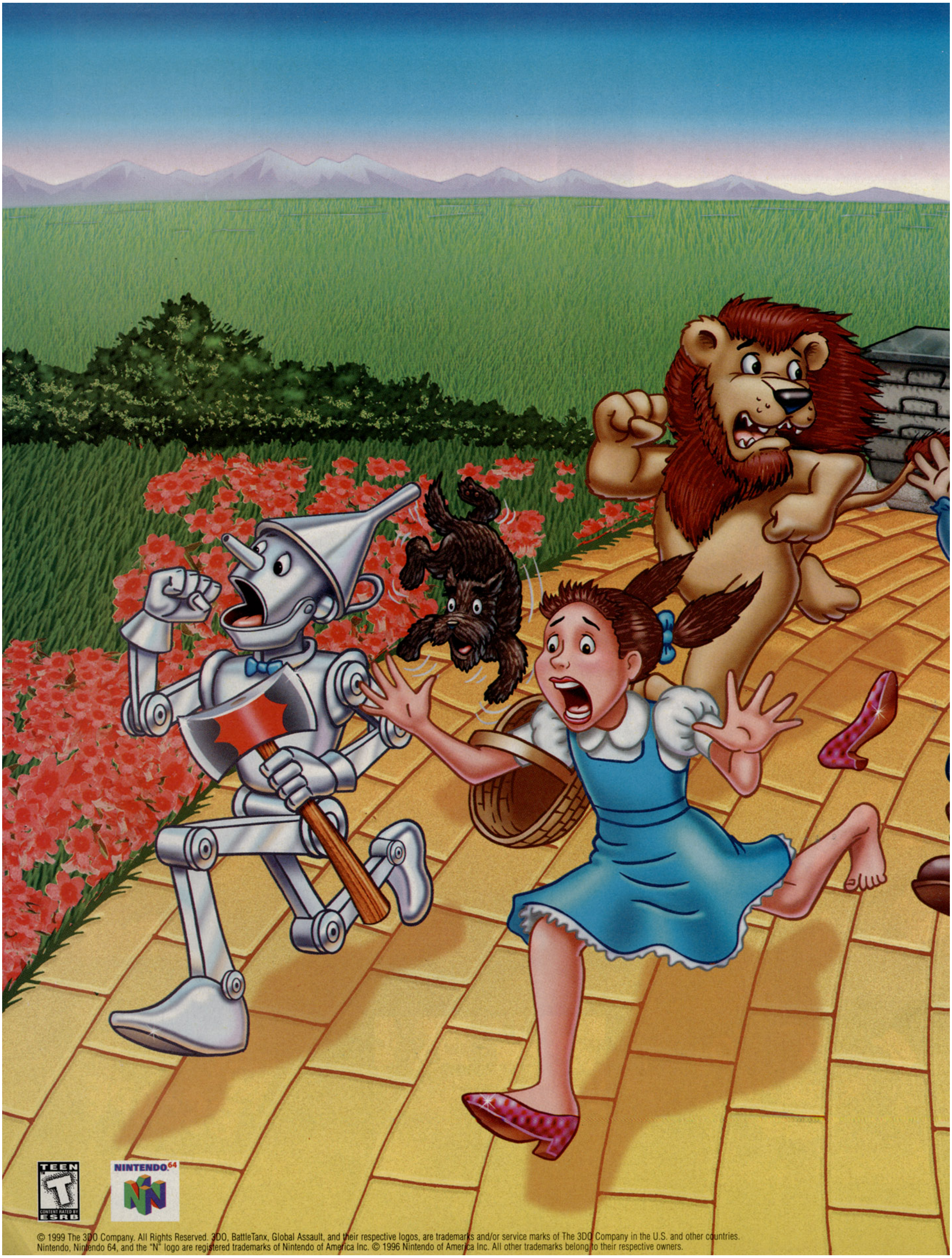
***Analog mode only. May not function or performance may vary with other controllers.** PlayStation and the PlayStation logos are registered trademarks of Sony Computer

RENTAL
LEASING



**You better get them
before they get you.**

Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer Entertainment Inc. No apes, bananas or truck drivers were harmed.


TEEN
T
CONTENT RATED BY
ESRB
NINTENDO64

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Four Player head-to-head action
22 new levels and 12 havoc-wreaking tanks
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GLOBAL ASSAULT™
Fight for the Future.
3DO™
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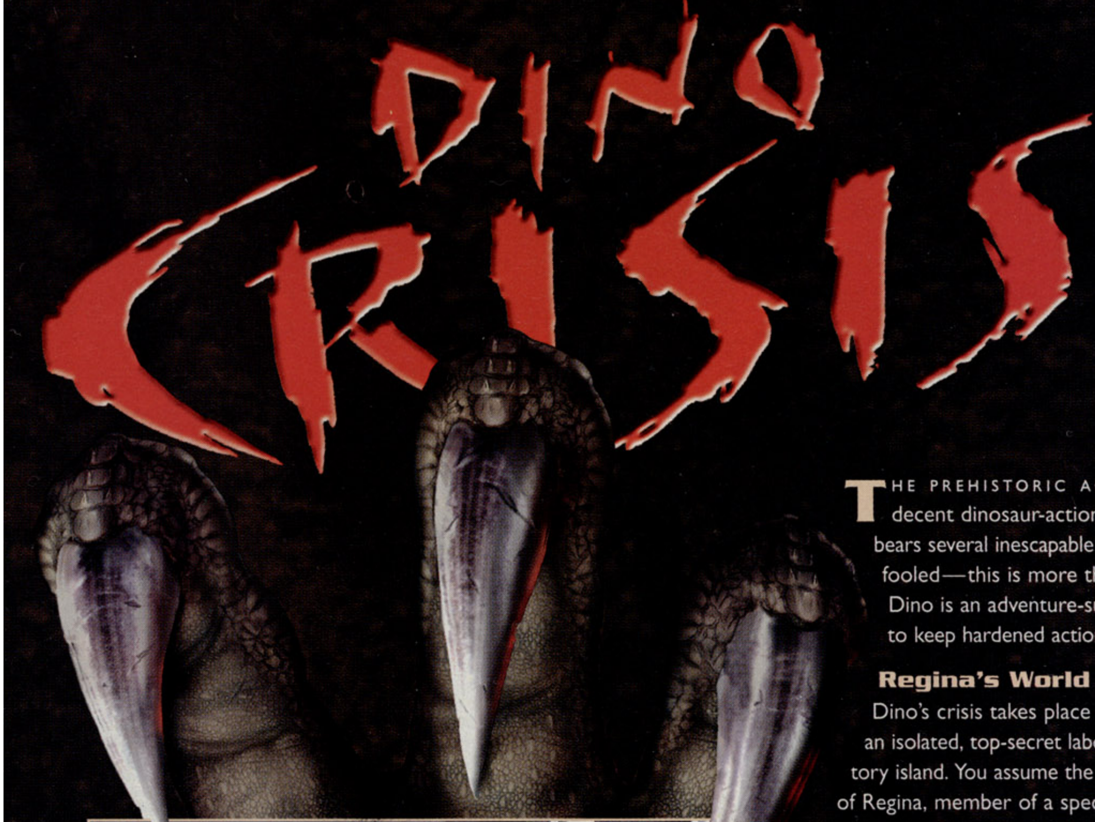
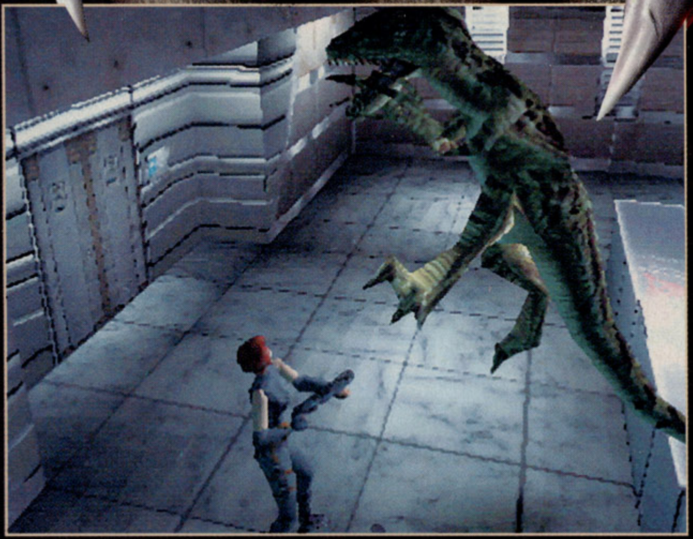
DINO CRISIS



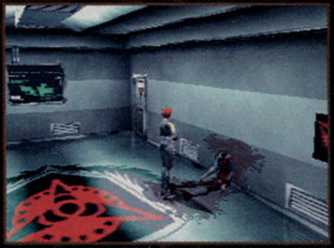
Dino Crisis is Capcom's latest foray into the action-survival realm, but it has nothing to do with zombies—and everything to do with intense excitement! Here's a full review along with an interview with the game's creator, Shinji Mikami.



Guess who's coming to dinner: Special forces member Regina takes on a T-Rex in Dino Crisis, Capcom's latest action-survival game for the PlayStation.

THE PREHISTORIC AGE is finally getting its due with the first decent dinosaur-action game for the PlayStation. Dino Crisis bears several inescapable similarities to Resident Evil, but don't be fooled—this is more than just dinosaurs subbing for zombies. Dino is an adventure-survival game with enough unique aspects to keep hardened action vets riveted to their controllers.

Regina's World



PROTIP: Search everything—even mangled body parts. You can also find floor maps hanging on the walls.

Dino's crisis takes place on an isolated, top-secret laboratory island. You assume the role of Regina, member of a special-forces unit sent there to track down a missing scientist. As soon as the team arrives, however, all hell breaks loose; dinosaurs are running amuck, and you must escape before becoming their next meal.

But it's a big island, so there's lots of ground to cover. You'll search for keys, collect weapons, solve puzzles, scamper though airshafts, and of course, battle dinosaurs to avoid extinction. One of Dino's big pluses is the nonlinear gameplay. You can choose different paths at certain points during the game, giving this Crisis replay value. There's one drawback to the massive laboratory, though: too much backtracking. You'll be sent repeatedly to the same rooms.

"This Is Just Like That Movie..."

Fortunately, Dino is an excellent mix of action and strategy. Blasting dinos to pieces is fun—but ammo is in short supply. Frequently, it's advantageous to avoid dinos by sneaking past them. But what happens if you're cornered and down to your last round? Make your own firepower! You can create your own tranquilizer darts out of various potencies. Some mixtures can put dinos

DINO TALK

Resident Evil and Dino Crisis share more than the same genre: They have the same producer, Shinji Mikami. Here's what the man behind the Crisis says.

Q: How is Dino Crisis's gameplay different from Resident Evil's?

A: The horror in Resident Evil can be described as "Horror in the fun house," whereas the horror in Dino Crisis is the more visceral horror akin to riding a roller coaster. Dino has speedy high-tempo horror, and not the deliberate, creepy one of Resident Evil.

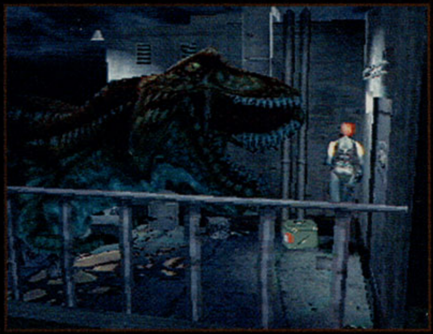
Q: What are the biggest improvements in Dino Crisis over RE?

A: Thanks to Dino's polygonal background, we have achieved a more cinematic presentation. More dramatic descriptions of humans and more dynamic battles with dinosaurs have also been made possible.

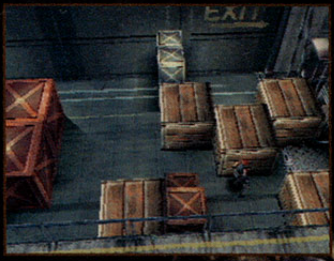
BY MAJOR MIKE

- Published by Capcom
- $49.99
- Available September
- Action/adventure
- 1 player
- ESRB: Mature

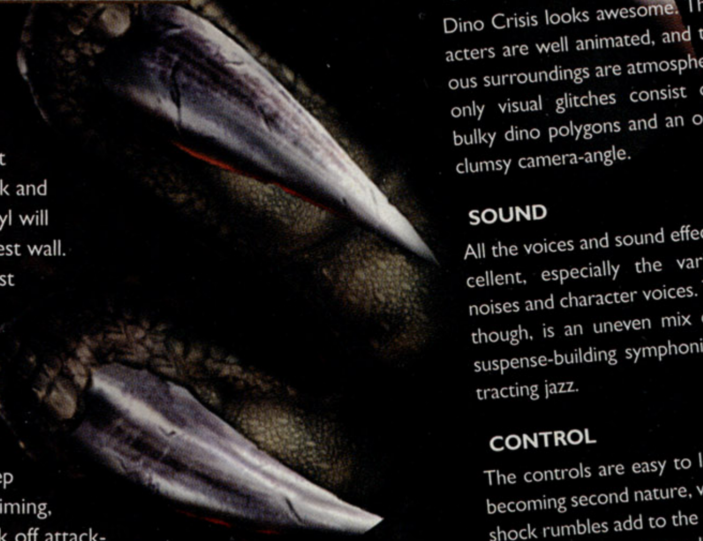
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PROTIP: When cornered by the T-Rex on the second floor catwalk, weave back and forth to avoid him until the door unlocks and you can escape.



◀ PROTIP: When faced with a dead end, push objects out of your way.



to sleep; others put them out permanently—it all depends on dosage.

It's a good thing you're able to defend yourself during this Crisis, because Dino's dinos are imbued with an excellent A.I. that keeps the action fresh and exciting. Raptors, for example, will stalk and circle you while waiting for the ideal moment to strike. Pterodactyl will swoop down and grab you for a high-speed air ride into the nearest wall. Compys are totally harmless…one-on-one; in packs, they're almost as deadly as raptors. Some of these feisty prehistoric pests will even clamp onto a limb and thrash you around until you drop your weapon. As for the tyrannosaurus, who needs to be clever when you're the size of a battleship?!

Take Me Off the Compy List

Luckily, Dino's tight, responsive controls are easy to learn and keep you in firm command. You can run, walk, search, move while aiming, turn 180 degrees with the press of a single button, and even kick off attacking dinos. The dual shock effects are a plus, too: You'll feel quick jolts during a sudden onscreen attack, or subtle tremors that signal the approach of something big—like a T-Rex.

(CONTINUED ▶)

GRAPHICS 4.5

Dino Crisis looks awesome. The characters are well animated, and the various surroundings are atmospheric. The only visual glitches consist of some bulky dino polygons and an occasional clumsy camera-angle.

SOUND 4.5

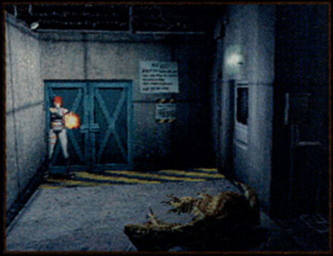
All the voices and sound effects are excellent, especially the various dino noises and character voices. The music, though, is an uneven mix of effective suspense-building symphonies and distracting jazz.

CONTROL 4.5

The controls are easy to learn, quickly becoming second nature, while the dual shock rumbles add to the overall effect. Lack of a custom controller configuration, however, knocks a half-point off the score.

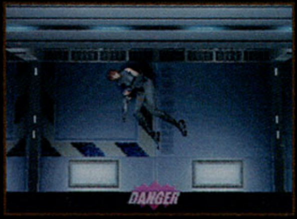
FUN FACTOR 4.5

Dino Crisis keeps the action at a steady pace with nonlinear gameplay, perplexing puzzles, and challenging enemies. Although constant backtracking occasionally stalls the show, there's enough action and suspense to keep you coming back for more.



PROTIP: Use tranquilizer darts to knock dinos out, then fill 'em full lead.

◀ PROTIP: When you enter a new room, stop and listen for dino sounds.



◀ PROTIP: When the word "Danger" appears onscreen, rapidly tap the Action button.

Q: Speaking of Dino's polygonal graphics, did that present any challenges to your game design?

A: It was a challenge for us to compose an appealing "picture" within the hardware limitations. Because each part of the "picture"—player, dinosaurs, and backgrounds—is made of polygons, we found it more difficult to create detailed landscapes. However, I think if you play Dino Crisis, you'll find that we achieved our goal.

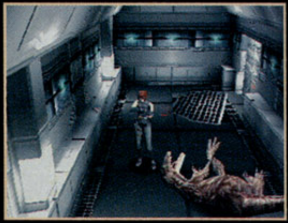
Q: Complete 3D environments and objects instead of 2D painted-background environments are great next-steps in real-time environments. What do you envision as the next step in virtual reality environments?

A: The next big step is being able to provide an environment players feel they're actually a part of. Specifically, I mean 3D imaging and 3D audio.

Q: Do you have to make concessions during game development due to the "older" PlayStation hardware?

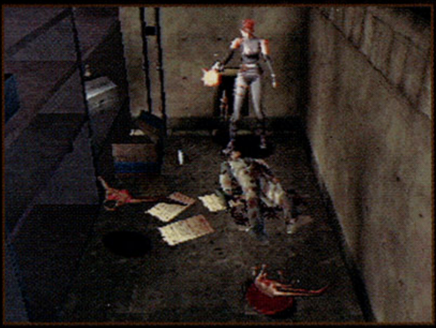
A: Graphically, there will be a lot I can do with the next generation PlayStation hardware. It's still easy to make a good

(Continued▶)



PROTIP: If a dino is down for the count, a pool of blood will form. If auto-aiming zeroes in, the dino will get up again.

American History Rex



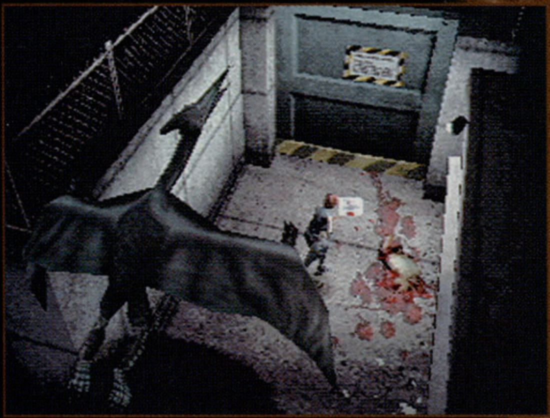
PROTIP: Compys in packs can inflict serious damage. Use 9mm shells to pick them off.

For the most part, the game's graphics are striking, but not without a few hitches. The various characters are well animated with sharp details, but some dinos sport bulky, awkward polygons. Dino uses fixed camera angles similar to Resident Evil's, but the environments resemble those in Metal Gear Solid, which means dark hallways with low-res surface textures. The upside to this approach is that the transition between screens is seamless, and moveable onscreen objects are harder to spot. The biggest drawback to the fixed camera is the "I-can-hear-my-enemies-but-I-can't-see-them" syndrome where deadly predators lurk just out of camera range and can't be spotted until they attack.

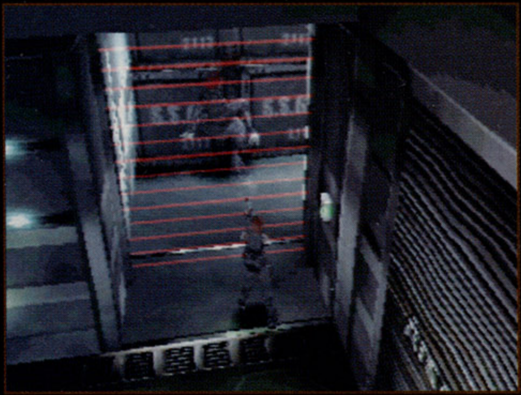
On the other hand, excellent sound effects often cue you in on what you can't see. Audio clues, like the scrape of raptor claws and the flap of pterodactyl wings, are effectively conveyed. Plus, the poignant character voices help move the well-written scenario along. The music, though, is a mixed bag. Some eerie symphonies work perfectly with the onscreen action; but others sound like a jazz band gone berserk.

Fun Crisis

Despite its flaws, Dino Crisis is a solid offering with the right combination of action and strategy—and it avoids the doldrums of being another RE clone. Action fans will have a blast during this time of Crisis.

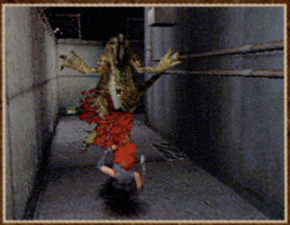


PROTIP: When you enter an area with pterodactyl overhead, weave from side to side while running to avoid their dive-bombing attacks.

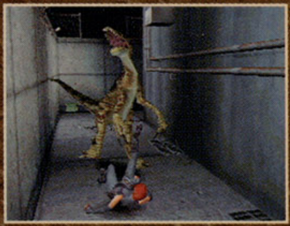


◄ PROTIP: Activate laser barriers to trap pursuing dinos, then blow 'em away!

Raptors 101

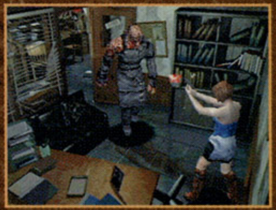


When a dinosaur tackles you, don't panic...



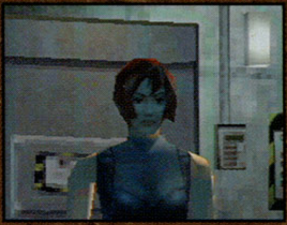
...Instead, rapidly tap the Action button to kick the dino away.

Resident Evil 3: Nemesis Demo

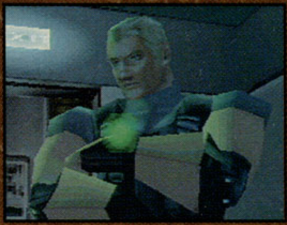


Dino Crisis will be packaged with a playable preview of Resident Evil 3: Nemesis. (See "Sneak Previews" in this issue for more info on Nemesis.)

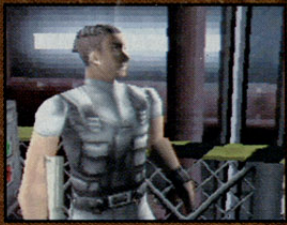
Meet the Team



Regina



Gale



Rick

game with the current PlayStation hardware, but graphically there are quite a few limitations. For example, we had to give up on our "Jungle" scene in Dino Crisis. However, this doesn't mean there isn't any room left for exploring the further potential of the current hardware.

Q: In Resident Evil, you could run away from the zombies; in Dino Crisis, the dinosaurs will run you down. How did that affect your game design?

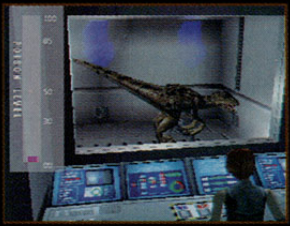
A: Compared to the zombies, dinosaurs are nimble and powerful. They can bust open doors to enter rooms, or jump over walls to attack you. It's pretty difficult to beat them initially, and players may get frustrated.

Q: How did you program the more vicious, cunning enemy A.I.?

A: The dinosaurs in Dino Crisis are very different from zombies—they mainly bite and dash you. We referred to the behavior of the wild animals such as lions and tigers for the dinosaur A.I. These beasts are not afraid of humans or weapons—they simply attack prey in front of them with all of their strength. The predatory A.I. is very intense. We spent a lot of time studying carnivores to portray them as accurately as possible.

Q: Is there anything in the game that you specifically included for American gamers?

A: We've increased the number of dinosaurs for the U.S. version, but the species of dinosaurs are the same as in the Japanese version.



PROTIP: You can capture pursuing dinos and gas 'em!

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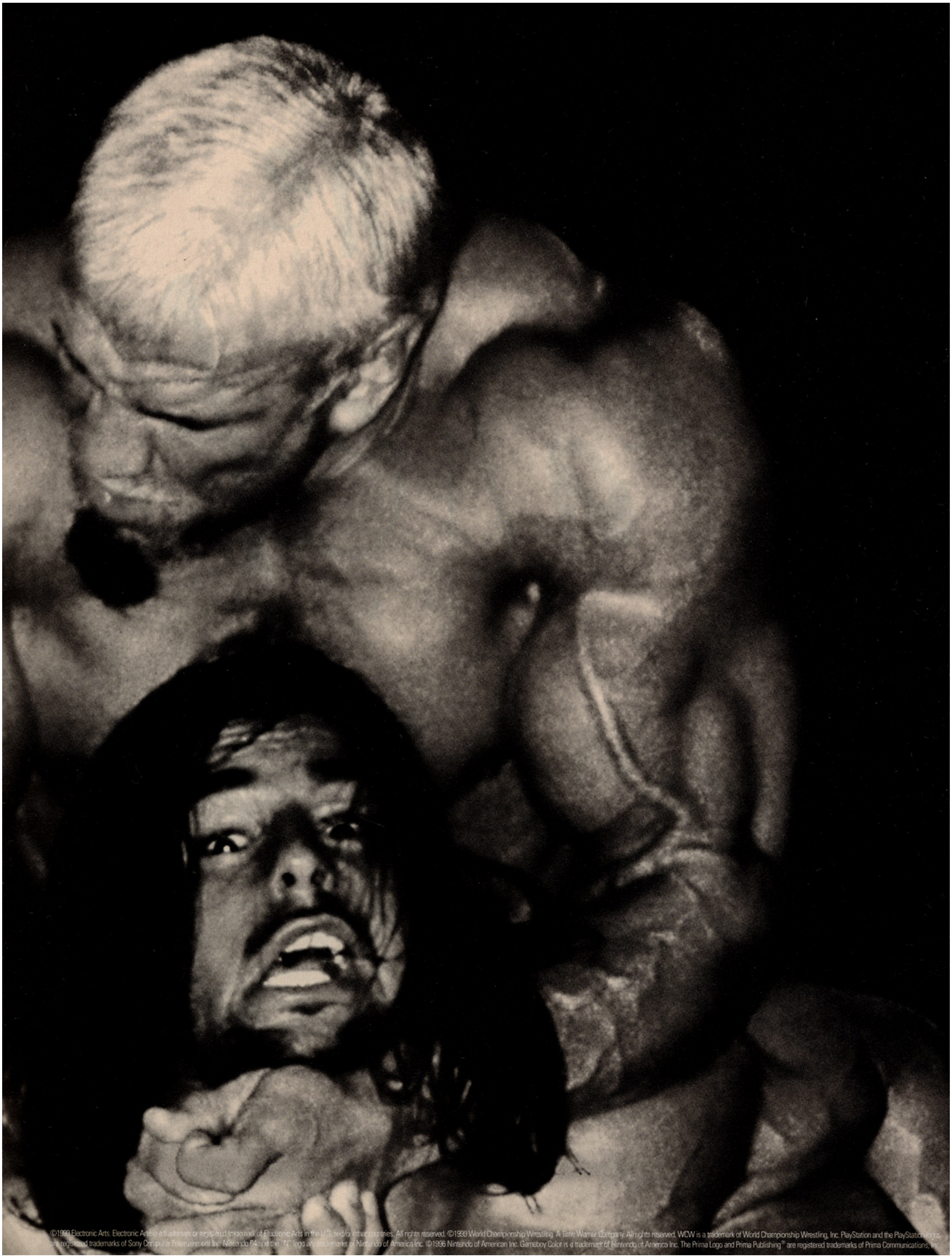

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Let's Do

Soul Calibur

BY SCARY LARRY

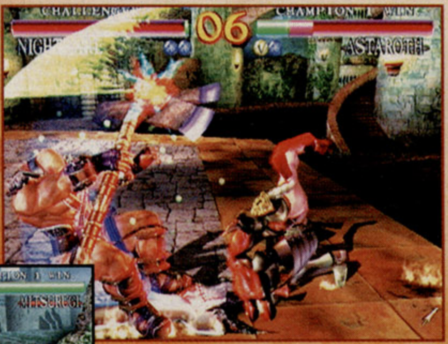
- Developed by Namco
- Published by Sega
- Target release date: 9/9/99

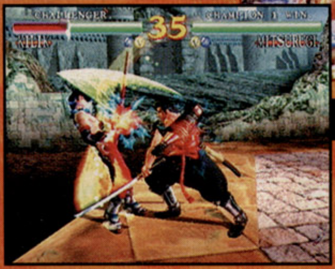
HANDS-ON

Dreamcast

HIGH-CALIBUR WEAPONS

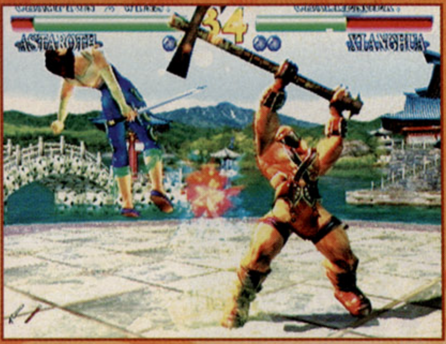
Based on last year's arcade hit, Soul Calibur justifies the hyperbole surrounding it: Calibur is simply the best-looking fighting game ever made for a home console system. And don't think for a minute that it merely mimics its arcade parent; the Dreamcast version adds an impressive layer of visual realism—from the misty breath of fighters on the icy stages to superior lighting in the dungeon levels.



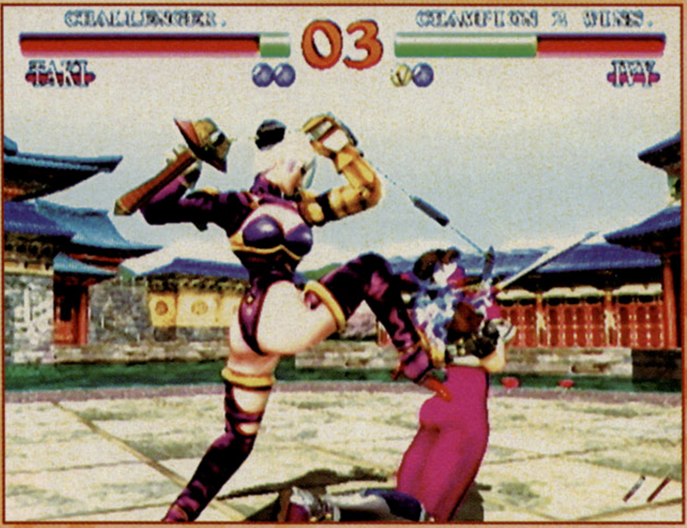


STONE SOUL BLAST

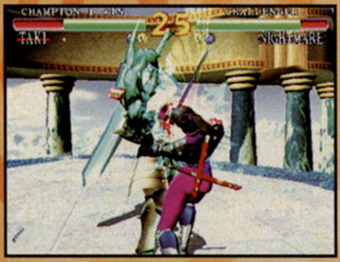
All the characters have returned from the arcade version, along with a few surprises. Namco is being very hush-hush about hidden characters, though it is assuring gamers through its Web site that all the time-released characters will be in the game. Plus, each fighter will retain their sword-swinging, slash-n-dash special moves, along with spectacular holds, defensive parries, and counters. Calibur requires more than simple button-mashing—a good Soul Calibur player understands the stagger blocking offenses, linked combos, and weapon attacks, and will use them against you with deft precision, effectively owning your Soul!

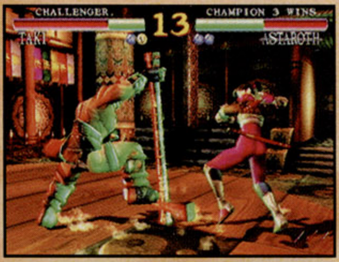


32
MITSURUGI



Soul Calibur is the hottest-looking fighting game available for any home system, showcasing the graphics muscle of the Dreamcast. This Soul Blade is sharp!





TAKE OUR SWORD FOR IT

Though more dangerous in the hands of veterans, the game is not too hard for regular bruisers. It plays smoothly and uses the Dreamcast controller effectively, so your gameplay will soon become fast and effective with a little training (plus, there are practice modes). In addition, there is a story mode to add some depth. All in all, Soul Calibur won over the hearts of this year's E^3 attendees and will surely have you shelling out the clams come September.

Launch!

The Dreamcast is only days away from its United States premiere—and you may want to lay out some extra cash to own some of these hot launch titles. Here are hands-on previews of the best the Dreamcast will have to offer on 9/9/99.

Ready 2 Rumble

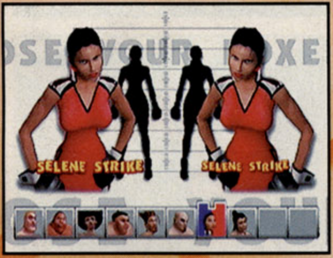
BY SCARY LARRY

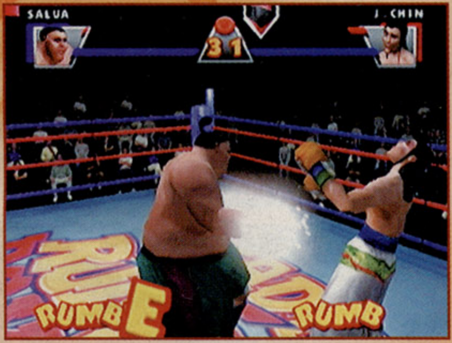
- Developed and published by Midway Home Entertainment
- Target release date: 9/9/99

HANDS-ON

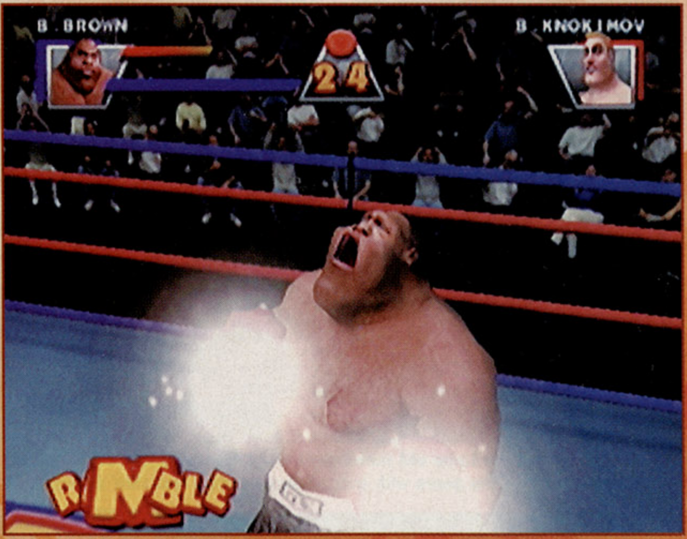
DREAMCAST

LET'S GET READY TO RAMBLE

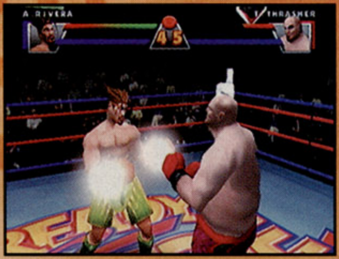


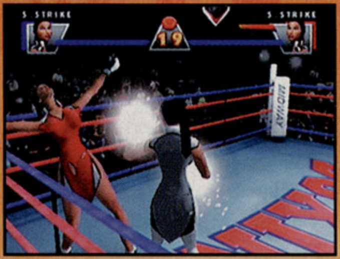


Although only 60 percent done, Rumble was another strong E^3 title that's sure to be one of the 10 best Dreamcast games of the year. Rumble's a boxing game that emphasizes punch and panache with graphics that are so funny, and yet so realistic, you won't know whether to say, "More, please!" or "Please stop!" You play as one of over 20 fighters, such as Butcher Brown, the overweight heavyweight with a right punch that could stop a landslide, or Selene Strike, the sleek and sexy martial artist who wouldn't think twice about putting her foot in your face…or her fist in your stomach. As a matter of fact, you'll play as boxers whose pugilistic powers are so diverse you literally won't know what hit you.

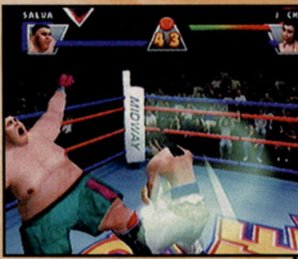


A favorite of *GamePro's* editors, Ready 2 Rumble will surely catch on with fans, thanks to its hyper speed and hilarious gameplay. If you're a fan of Super Punch-Out, you'll definitely want to join this Rumble.





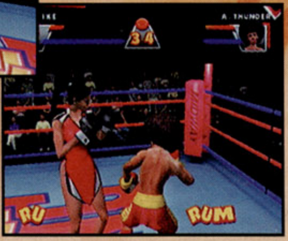
WITH THIS RING I KNOCK THEE DEAD



Rumble's camera angles are all adjustable, enabling you to watch the action so up-close that you'll actually see players' eyes, cheeks, and jaws swell as they get hit. And with uppercuts, roundhouse punches, gut shots, haymakers, and more, the range of hits is pretty good for a fantasy-sports game. You also get a hyped-up series of adrenaline-filled punches if you succeed in spelling out the word "RUMBLE" onscreen (you get a letter each time you land a blow at full power). You can then tear through the competition. There's also a lot of defense in the game with sweet ducks, bobs, and weaves that force your opponent to throw punches in vain.

RUMBLE IN THE BOX

ANGEL "RAGING" RIVERA
TANK THRASHER



If Super Punch-Out knocked the wind out of you way back when, then you'll definitely thrill to the power of Ready 2 Rumble. The simple control interface, awesome graphics, and fast-and-funny gameplay of the preview version laid out enough of this title to make Rumble a leading contender for the Dreamcast belt.

TrickStyle

BY SCARY LARRY

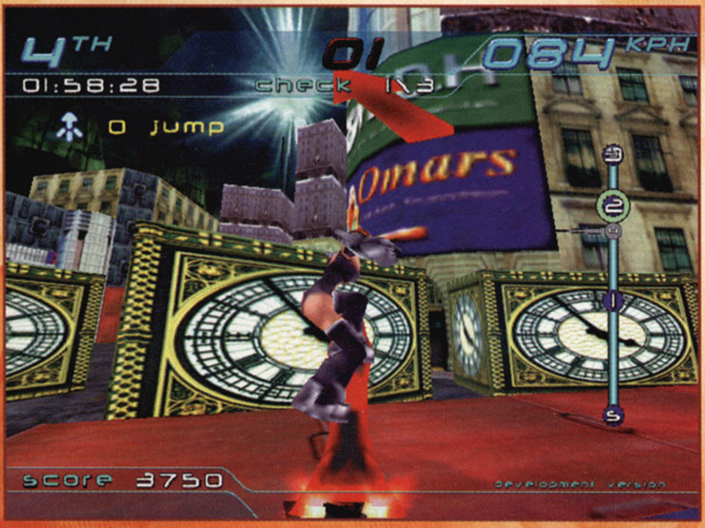
- Developed by Acclaim U.K.
- Published by Acclaim
- Target release date: 9/9/99

HANDS-ON

DREAMCAST

Tricks Are for Skids

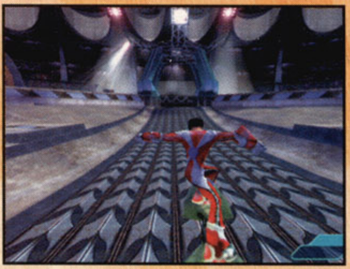
TrickStyle, one of the most popular games at E^3, takes the "alternative" transportation genre of skate/snow/hoverboarding and flips it on its butt. You pick one of nine futuristic players, then hop on your choice of boards that are rated by skill, speed, and strength. After that, the world is your half-pipe, and you gleam as you go, busting moves and tricks off several super-realistic tracks, all themed after real locales, such as Washington, D.C., London, and Tokyo.

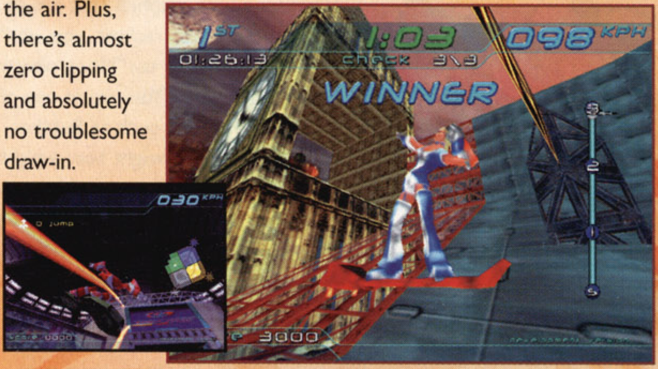

4TH
01:58:28
01
check 1\3
084 KPH
0 jump
score 3750
development version

Are you "board" of the same old skateboard and snowboard games? TrickStyle is looking to reinvent the genre with outstanding graphics and silky gameplay.

Wild Style

Stunts are not merely a dressing for TrickStyle's salad—your ability to pull off tricks will determine how you place in each race. You have to competitively trash each course, finding shortcuts (of which there are plenty) and flying under, over, and through your opponents. Each track and each character is so amply detailed and infused with such incredible realism that you can actually see muscles twitch when players jump into the air. Plus, there's almost zero clipping and absolutely no troublesome draw-in.




1ST
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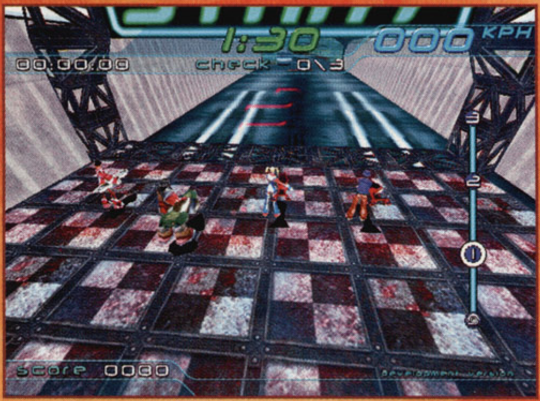
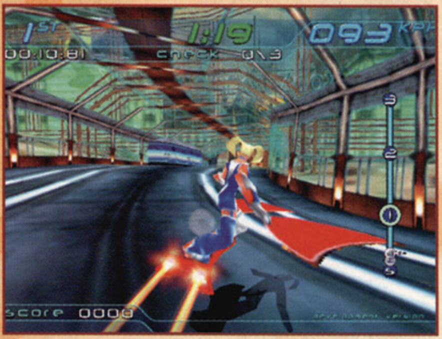
1:03
098 KPH
check 3\3
WINNER
030 KPH
0 jump

Chairman of the Board


1:30
000 KPH
00:00:00
check 0\3
score 0000

The game's controls are nearly finished, and Acclaim has little to worry about. You can easily pull off stunts with style, and game speed, although a little slow, can certainly be improved before the launch. Great looks, moves, and concept could all point toward a great launch title for Acclaim and the Dreamcast.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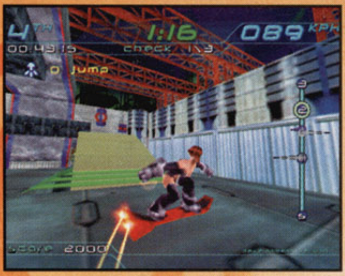
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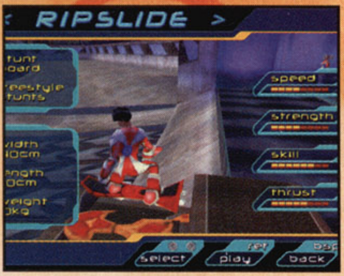
score 2000


RIPSLIDE
speed
strength
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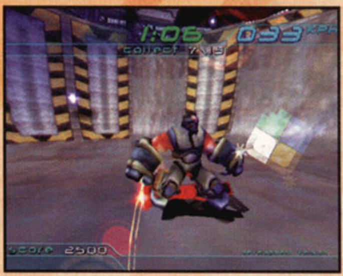
thrust
select
play
back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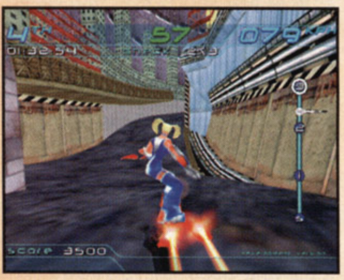
4TH
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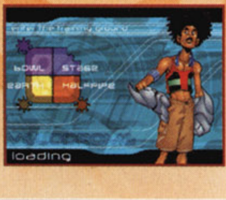
score 3500



NFL 2K

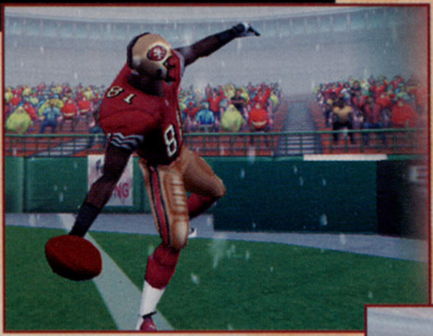
BY SCARY LARRY

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: 9/9/99

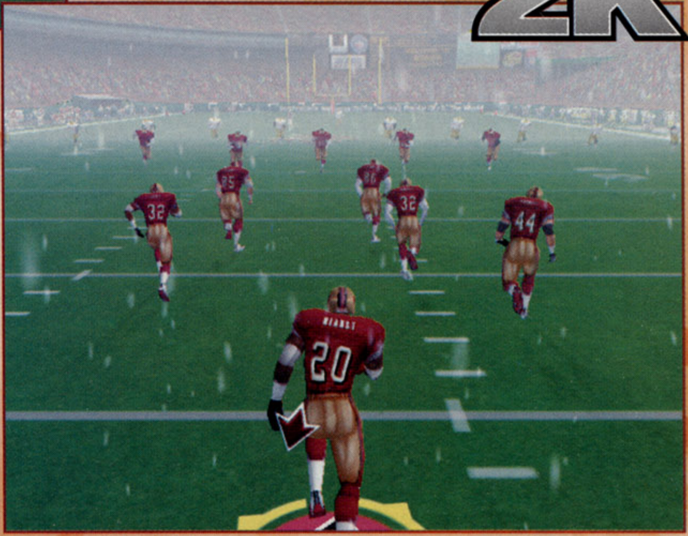
HANDS-ON

DREAMCAST

The Eye Formation



Another game that stopped the show at E^3 was NFL 2K...but it wasn't until Sega brought it into the *GamePro* offices later that we realized what a hit it might have on its hands. NFL 2K's graphics are superior to those on any other system—including the PC. Plus, the visuals are presented in television-style format: Cameras follow players as they walk from the end of a play into the huddle and even pan players as they knock helmets. The player models are true 3D monsters with details so minute, you can actually see the mesh of the players' jerseys. Visual Concepts, the developer, says that each player will be detailed with his real-life idiosyncrasies, too, so you'll see players with high-back neck collars, black visors behind their helmet grills, and even their actual tattoos (in the correct locations, of course).



Everyone off the field! NFL 2K is a slick, well-constructed football game that'll sideline anything not using the Dreamcast's graphics abilities. The bar has been raised, and Sega is finally on top of its game.

Football Field of Dreams

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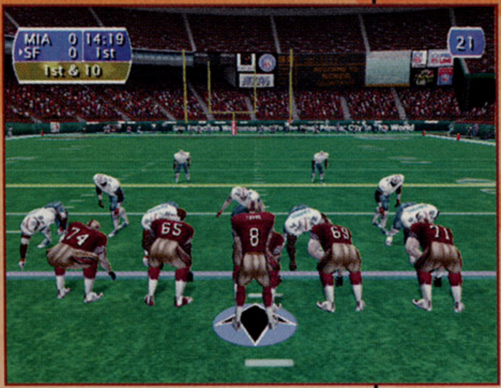
SF 0 1st
1st & 10



There's not a whole lot of money in NFL 2K—that is, early gameplay suggests an advanced A.I. that'll allow you a money play, but you can use it only twice. Visual Concepts claims that after getting burned twice with the same play, the A.I. will shift defenders to cover that play for the remainder of the game. Even if you change your play-calling and try to go back to the money play, the defense will automatically catch on. Though the gameplay was tight in the preview version, the game ran a little slow. It hasn't been optimized yet, and Sega should have plenty of time to speed things up.

Pigskin Paradise

NFL 2K's variety of offensive formations and defensive moves, like wrap tackling, stunt blocking, and fake blitzes, should seriously jack football-sim fans. Plus, a complete NFL license means actual NFL team playbooks, stadiums, and players. When you choose a play, pressing the L- or R-trigger button enables you to bring up the routes that offensive players will run, so there's no second-guessing the A.I. There's also an option that makes the QB always throw to the open man—regardless of who you chose as your main receiver. Although there's no mode that lets you clothesline players or beat them silly à la NFL Blitz, penalty-calling will be toned down, so you may be able to get away with a little extra something...like giving someone the business! NFL 2K will certainly be battling other contenders (such as NFL Blitz 2000) for the sports bucks this season, but our money's on this sweet game.

Sonic Adventure

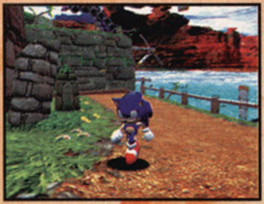
BY SCARY LARRY

- Developed and published by Sega
- Target release date: 9/9/99

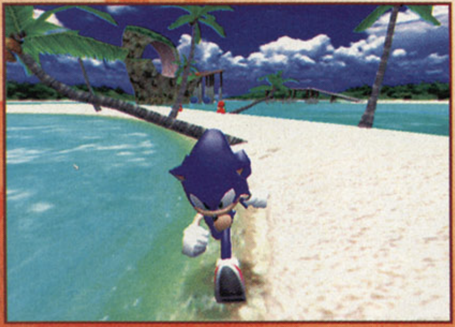
HANDS-ON

DREAMCAST

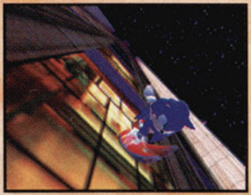
YOU CAN'T HAVE a Sega launch without rolling out the spokeshog. Sonic Adventure puts Sonic the hedgehog in a wild velocity-busting adventure with some of his old friends (such as Tails and Knuckles) in seven levels of all-out 3D platform-style mayhem. Sonic really pushes the Dreamcast into eye-blitz territory with spectacular graphics and amazingly fast gameplay that includes a wild ride inside a tornado and an avalanche run during which a giant snowball chases you. You won't have a minute to spare (or a finger without a callus) after tearing through the game's challenging worlds—one even focuses entirely on pinball machines.

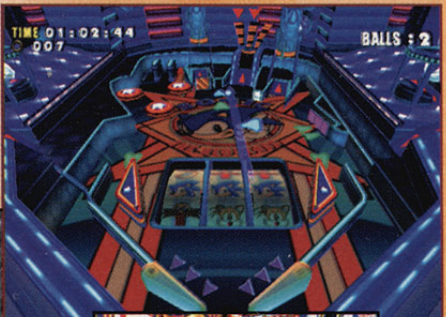


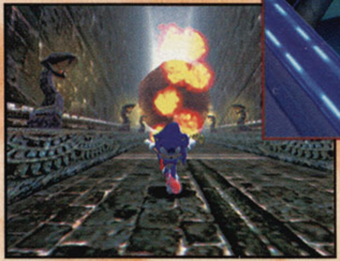
Although already out in Japan, Sonic Adventure has undergone some minor changes for its American debut. For instance, the camera angle has been slightly tweaked. While most changes were based on American tastes, the Japanese version had strong voice talent for Knuckles and Sonic that will hopefully be duplicated (although we could live without Tails's ridiculous voice).

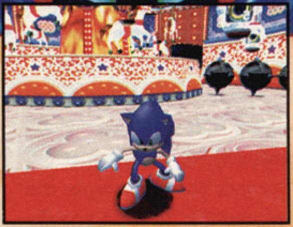


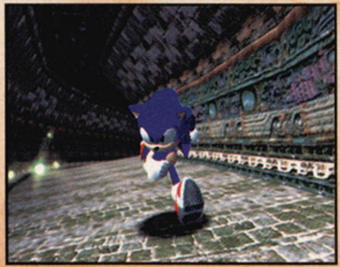
Regardless of the changes, Sonic will be the most fun you'll have with your Dreamcast. If you're looking for a game with depth and stamina, Sonic will fit the bill perfectly.

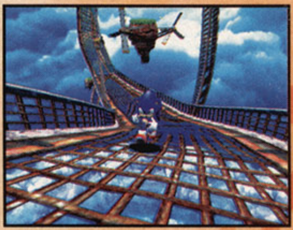












NBA 2000 (Working title)

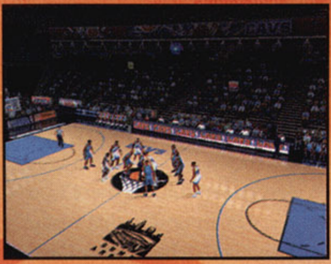
BY THE ROOKIE

- Developed by Visual Concepts
- Published by Sega
- Target release date: 9/9/99

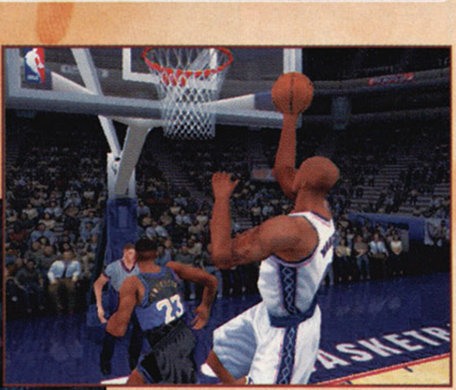
FIRST LOOK

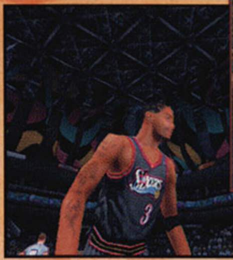
DREAMCAST

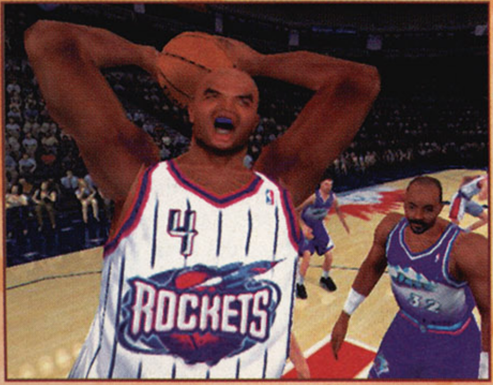
THE NEXT GENERATION of sports games for the Dreamcast will be hitting a virtual court near you this fall, starting with Visual Concepts' already outstanding-looking NBA 2000. Forget what you think you know about the graphics in hoops games—this title contains hyper-realistic eye-candy like you've never seen before. For starters, each athlete will be imbued with lifelike details, including accurate placement of wristbands, elbow pads, and even tattoos. Visual Concepts will also use eight body types instead of just one to accurately sculpt each player. Other projected graphical highlights include 100-plus dunk animations, authentic replications of every NBA stadium, coaches pacing the sidelines, a layered interactive 3D crowd, active scorers' tables, and more.

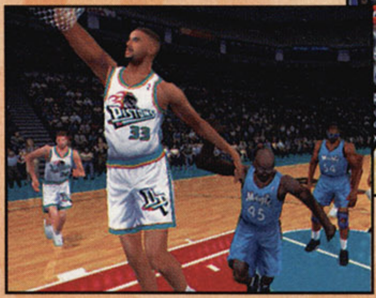


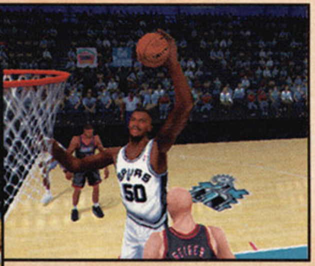
While NBA 2000 is still early in development, Visual Concepts is looking to round out the incredible graphics with competitive A.I. opponents that will play and react to in-game action with court smarts. It also plans to infuse each team with its appropriate playing style, so the Lakers use their run-and-gun offense, but the Heat use their slow-paced defense-first attack. This design plan gives NBA 2000 superstar potential.

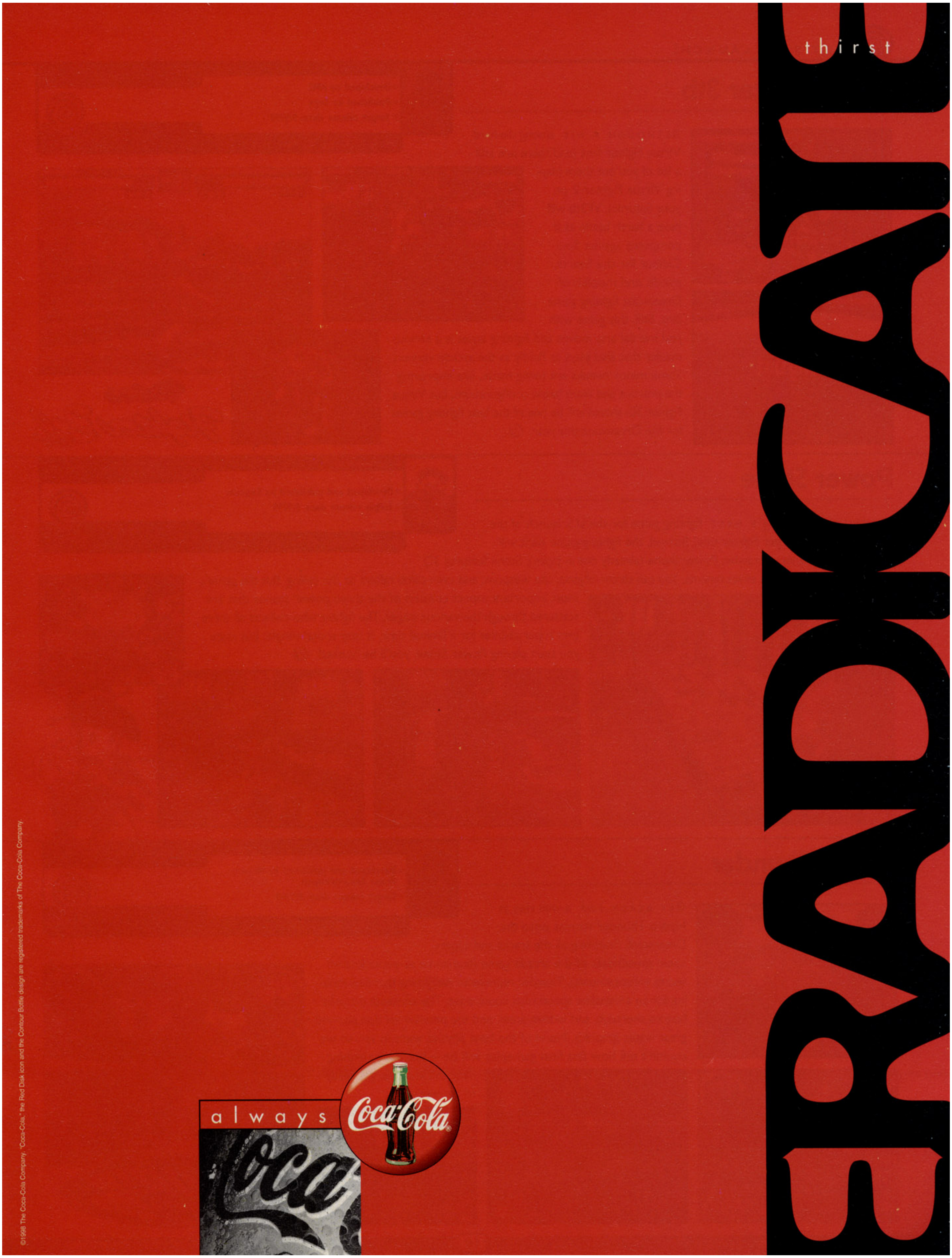








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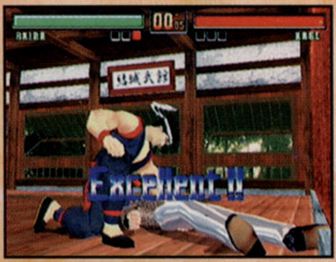
Virtua Fighter 3tb

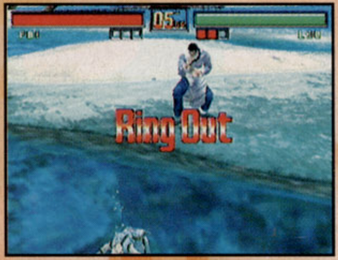
BY SCARY LARRY

- **Developed by AM2**
- **Published by Sega**
- **Target release date: 9/9/99**

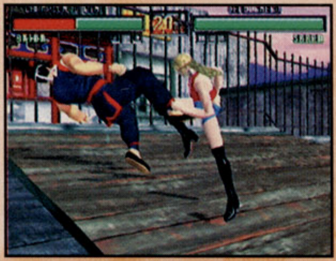
HANDS-ON

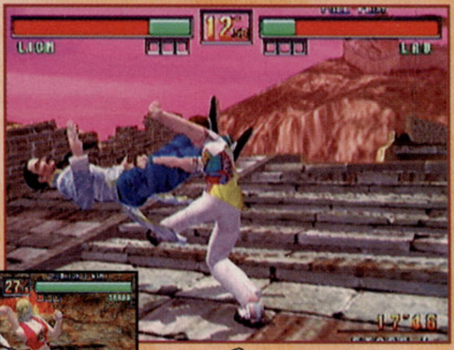
DREAMCAST

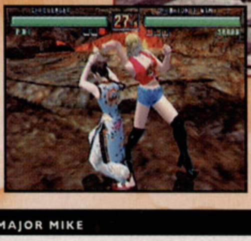




Although a hit among die-hard Virtua Fighter fans (and there are still a lot of you out there playing Virtua Fighter 2 on your Saturns), VF3tb will have a harsh battle as it competes against Soul Calibur for the hearts, minds, and moolah of Dreamcast fighting game fans. Still, this game with real martial arts moves and fighting styles is a serious mauler that also plays as fluidly as the arcade version. Some minor tweaks are being made, like improving the practice and team battle configurations, but Virtua Fighter 3tb should still be one of the best fighting games for the Dreamcast this year.







Power Stone

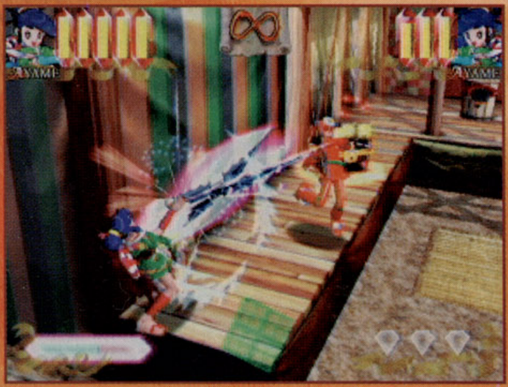
BY MAJOR MIKE

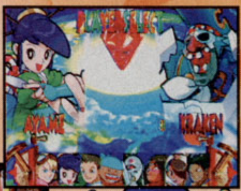
- **Developed and published by Capcom**
- **Target release date: 9/9/99**

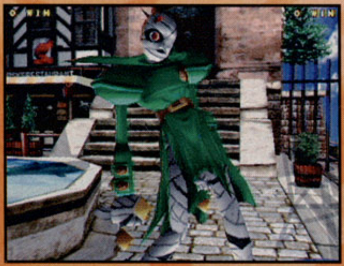
HANDS-ON

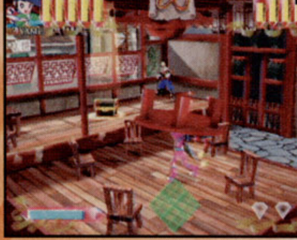
DREAMCAST

Surprise! Capcom's first fighting game for the U.S. launch of the Dreamcast isn't a Street Fighter title! Instead, the fighting-game giant will release the high-energy brawler, Power Stone (already out in Japan). Stone features 3D fighting in fully interactive environments: You can throw objects, use weapons, and even climb rafters to the ceiling. But the game's most important aspect consists of the three power stones that are scattered through the various stages. The fighter who collects all three gets super abilities for a limited time. It may sound simple, but once you start playing Power Stone, you'll be hooked.









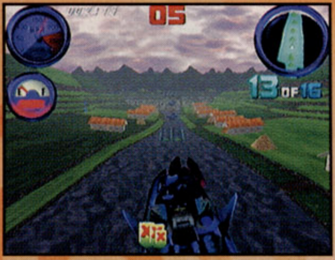
Hydro Thunder

BY SCARY LARRY

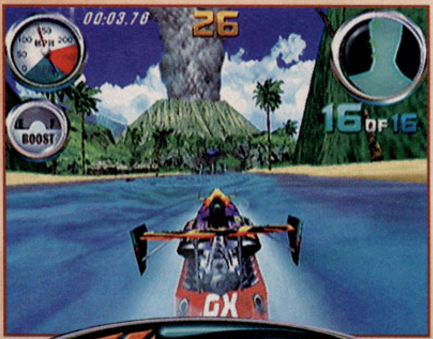
- **Developed and published by Midway Home Entertainment**
- **Target release date: 9/9/99**

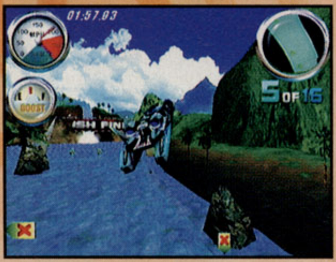
HANDS-ON

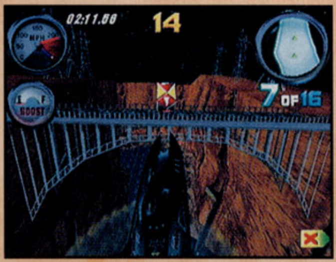
DREAMCAST

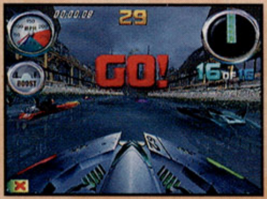


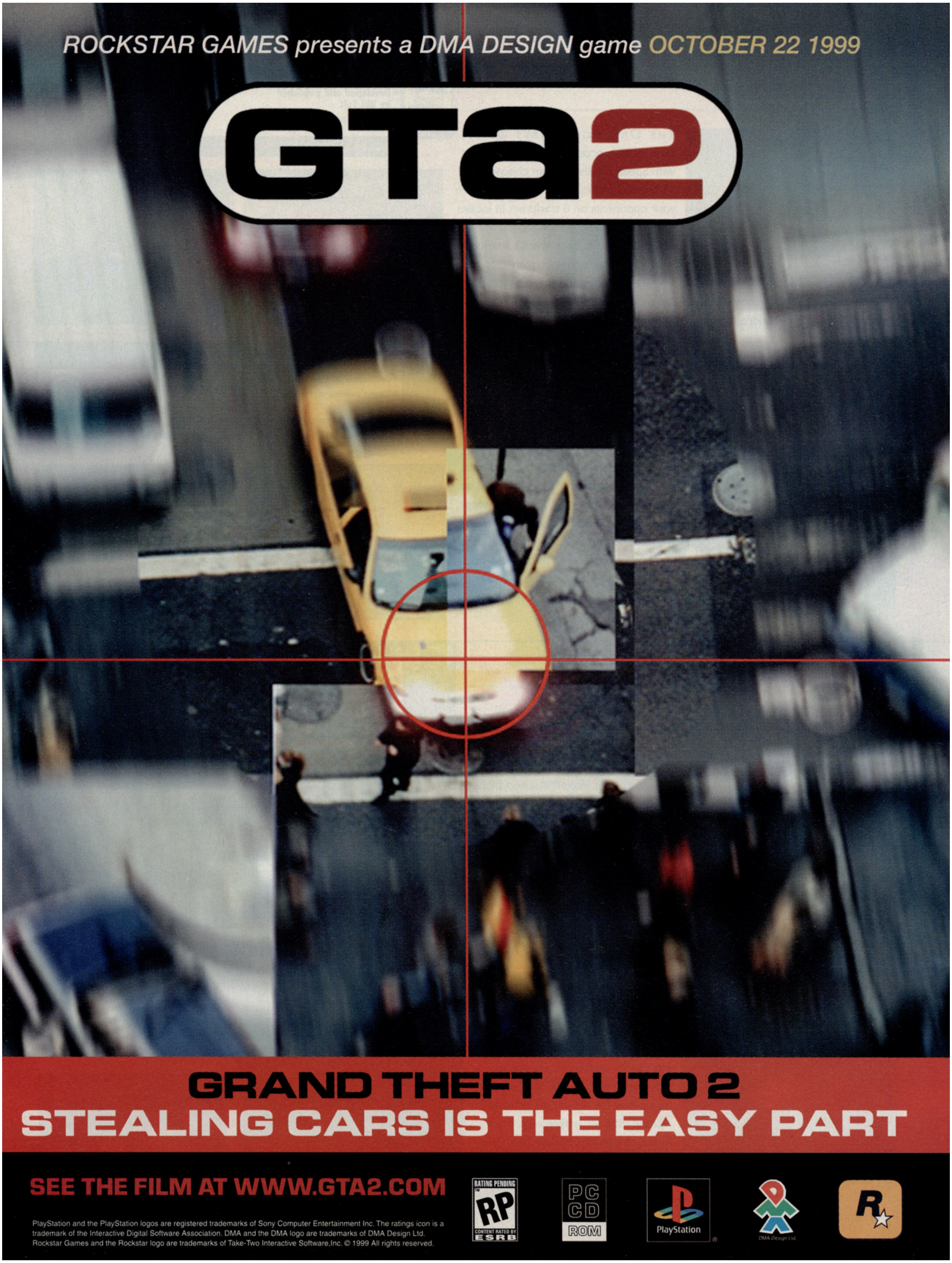
Get ready for a wild ride as Hydro Thunder storms onto the Dreamcast. Featuring all the tracks and supersonic speedboats of the arcade game (and some as-yet-unknown secret enhancements), Thunder represents everything that fans looking for an adrenaline speed rush could want. The serpentine tracks feature shortcuts and hidden areas, and the preview version showed great water graphics. None of the boat physics were in yet, so we couldn't tell how fast final gameplay will be—but if it's anything near the arcade's, get ready to get wet.











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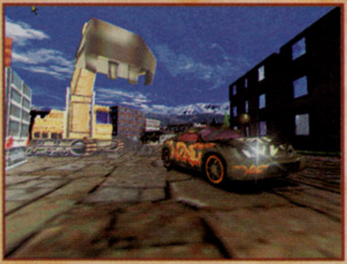
Speed Devils

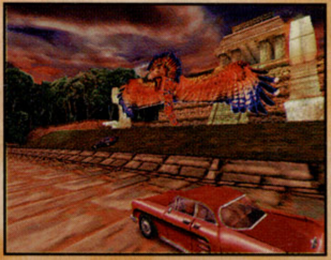
BY MAJOR MIKE

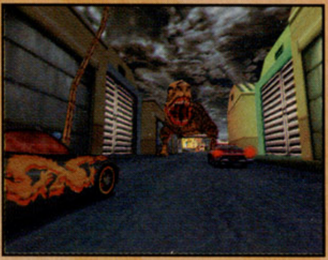
- Developed and published by Ubi Soft
- Target release date: 9/9/99

HANDS-ON

DREAMCAST







THE DREAMCAST GETS its first taste of high-octane arcade road racing with Speed Devils. You can choose from 12 hot-rod racers and grind fenders with your opponents on 8 tracks set in locales that include New York City, Las Vegas, and Hollywood. Each track's loaded with shortcuts, and your path changes with each lap. In addition to Arcade, Championship, and two-player split-screen modes, there's a gambling feature that allows you to put more than just your pride on the line. 🅖

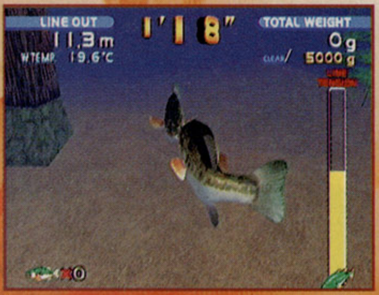
Sega Bass Fishing

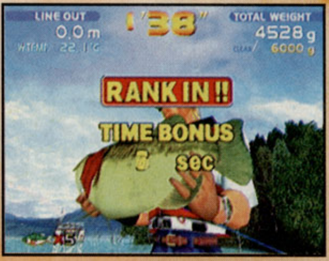
BY SCARY LARRY

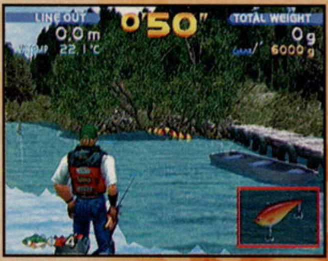
- Developed and published by Sega
- Target release date: 9/9/99

HANDS-ON

DREAMCAST







WE HEAR YOU laughing, but this game is going to get you hooked on fishing. For sports-fishing fans, Bass Fishing's remarkable water effects and realistic environments make this game a no-brainer. It even comes bundled with a fishing controller that resembles an actual rod and reel. The underwater views were truly impressive. Even non-fishermen will love the intense action and the unique cast-and-reel gameplay enough to hook up with this title. Get your bass in gear for this game 🅖

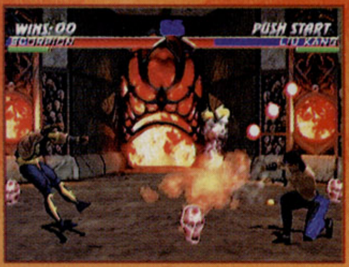
Mortal Kombat Gold

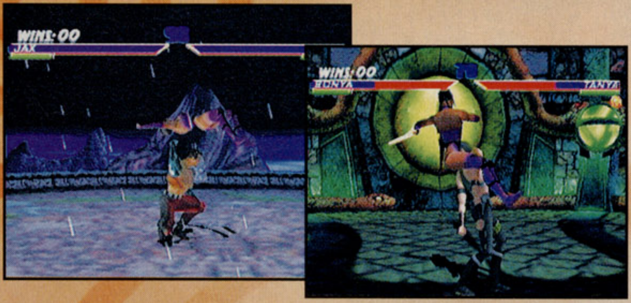
BY SCARY LARRY

- Developed by Eurocom
- Published by Midway Home Entertainment
- Target release date: 9/9/99

HANDS-ON

DREAMCAST





MORTAL KOMBAT FANS will not be left in the Outerworld cold this season. Mortal Kombat Gold, a greatly improved version of Mortal Kombat 4, will feature players from MKII and MK3. At press time, Midway also planned to include new moves and fatalities for some characters. The preview version played great, and the graphics looked awesome, although the collision detection and frame rate still needed some work. Mortal Kombat fans not interested in Soul Calibur or Virtua Fighter 3tb will want to look for Gold (for more info, see our cover feature, "Mortal Kombat Goes for the Gold," August). 🅖

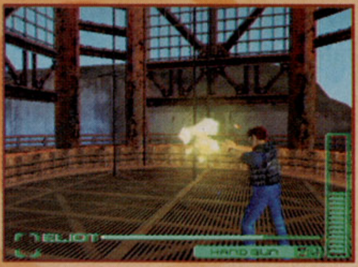
Blue Stinger

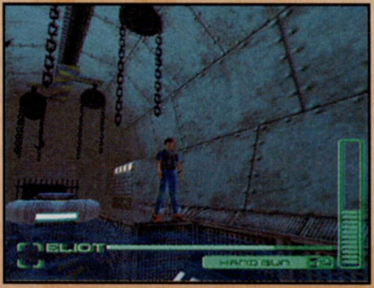
BY MAJOR MIKE

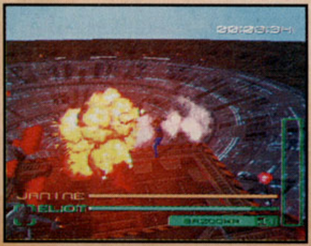
- Developed by Climax Graphics
- Published by Activision
- Target release date: 9/9/99

HANDS-ON

DREAMCAST







THE JAPANESE VERSION of Blue Stinger was an intriguing action/adventure title that was marred by awful camera angles. However, Activision will correct this major flaw for the game's stateside release. Stinger is reminiscent of Resident Evil: You collect an arsenal of weapons, solve puzzles, and battle monsters. But the game has some unique aspects, too. For instance, you can fight hand-to-hand and switch between two playable characters on the fly. Additionally, Blue Stinger's scope and story will be massive. 🅖

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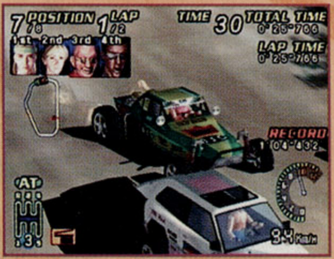
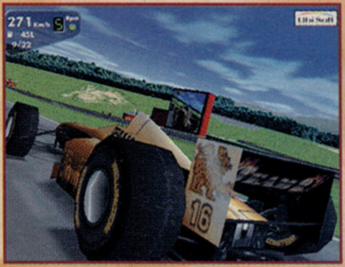
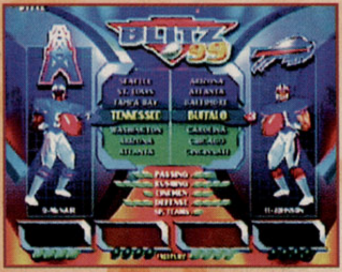
Also on the Launch Pad

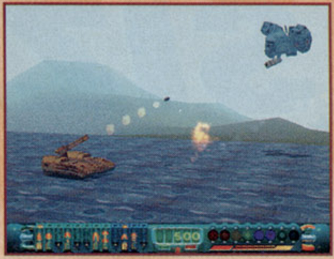
Here are some other Dreamcast titles that should be available by 9/9/99. We'll see.

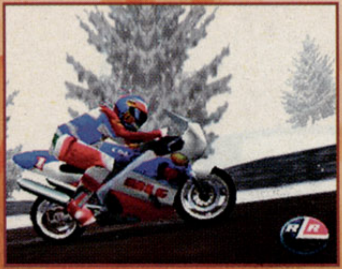
ASC is ready to bring hardcore motor racing into your homes with **TNN Motorsports Hardcore Heat,** developed by CRI...**Wild Metal Country** ain't no cowboy game: It's a rocking little 3D shooter from Rockstar and Gremlin featuring mutant mechs...**Redline Racers** is Ubi Soft's newest motorcycle racing game from Criterion Studios, which appeared for the PC last year...Midway Home Entertainment is sacking gamers once again with **NFL Blitz 2000**...AM2 and Sega are following the criteria for great racing games with the hot-looking, power-sliding **Sega Rally,** due out this September...Sega is also developing and publishing **CART Racing,** which is looking slick...Ubi Soft ain't done with racing yet—it's developing **Monaco Gran Prix** as a launch title...**Slave Zero,** developed and published by Accolade, is going to be hot: It's a giant-mech-with-a-gun game that'll have you screaming for more as you blast through cities and challenge other mechs...Tom Clancy's **Rainbow Six,** which deals with anti-terrorism, hostage-rescuing, and other covert operations, is rumored to be a Dreamcast launch, but the original developers, Red Storm Entertainment, say that Majesco will develop and publish the game (so how come nobody can get a word from Majesco?)...**House of the Dead 2,** the arcade zombie-killer, will make its way onto the Dreamcast in October—but sans the firearm. Sega says the climate is "not right," and won't produce the light-gun accessory...

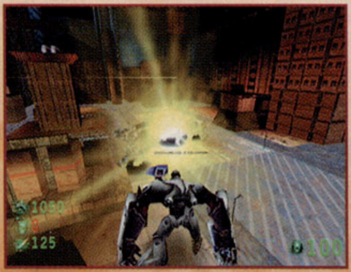

TNN Motorsports Hardcore Heat

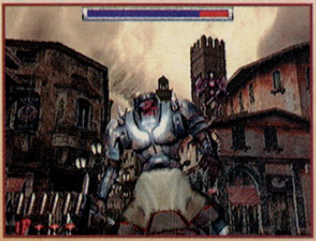

Monaco Gran Prix


NFL Blitz 2000


Wild Metal Country


Redline Racers

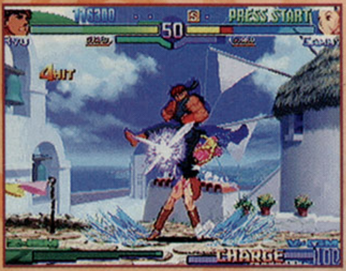

Slave Zero


◀ **House of the Dead 2**

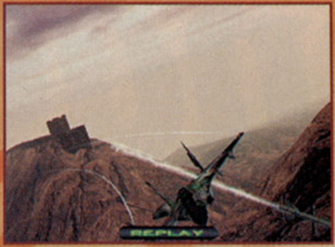
After Launch

And here's a gang of games that will be appearing on the Dreamcast horizon within months after launch!

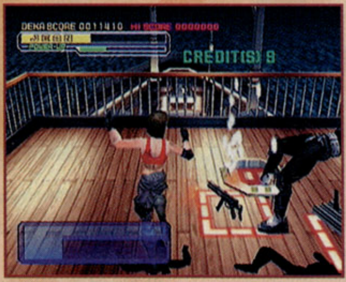
...Jaleco is developing and publishing the dark and dangerous **Carrier,** a cross between Syphon Filter and Resident Evil...**Climax Landers,** developed by Climax and published by Sega, promises to be a solid RPG, and the early screens look great—unfortunately, there's no release date, and delays are expected...The preview version of **Vigilante 8: Second Offense** kicked butt, and Activision, V8's developer and publisher, is still shooting for an October release...Sega's developing and publishing **Dynamite Cop,** the sequel to Die Hard Arcade, and the action's still pretty much the same...Infogrames continues its racing series with **Test Drive 6,** due out this fall...Can't do a product launch without a Resident Evil title: **Resident Evil: Code Veronica** will be out sometime next year from Capcom...Also from Capcom is **Street Fighter Alpha 3,** due out this fall...Konami has set its sights sky-high with **Airforce Delta,** which it wants to debut this winter...Warp is developing (and Sega is publishing) **D2,** which will involve more action and shooting than the original, which was a creepy RPG-like puzzle game...Let's not forget **Shen Mue,** which has an October release date in Japan; expect Sega to release it in the States around the holidays...**Ecco the Dolphin,** developed by Appaloosa Software and published by Sega, will see our shores sometime around First Quarter 2000...**Floigan Brothers,** produced and developed by Sega, is a Mario-type game for the Dreamcast.



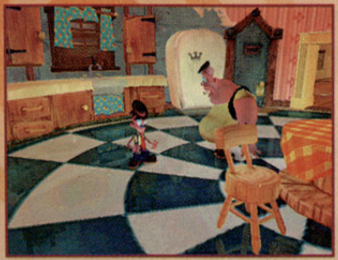
Street Fighter Alpha 3



Airforce Delta



Dynamite Cop


Floigan Brothers

GAMES IN THEORY

(No Confirmed Release Dates)

- **Armada** by Metro 3D
- **Blades of Vengeance** by Crave
- **Castlevania Resurrection** by Konami
- **Cool Boarders** by Sega
- **Dark Angel** by Metro 3D
- **Frame Gride** by Sega
- **Maken X** by Atlus
- **Max Payne** by Rockstar
- **MDK2** by Interplay
- **NHL 2000** by Sega
- **Psychic Force 2012** by Taito
- **Seaman: Forbidden Pet** by Sega
- **Supreme Snowboarding** by Infogrames
- **Toy Commander** by Sega
- **V-Rally 2** by Infogrames

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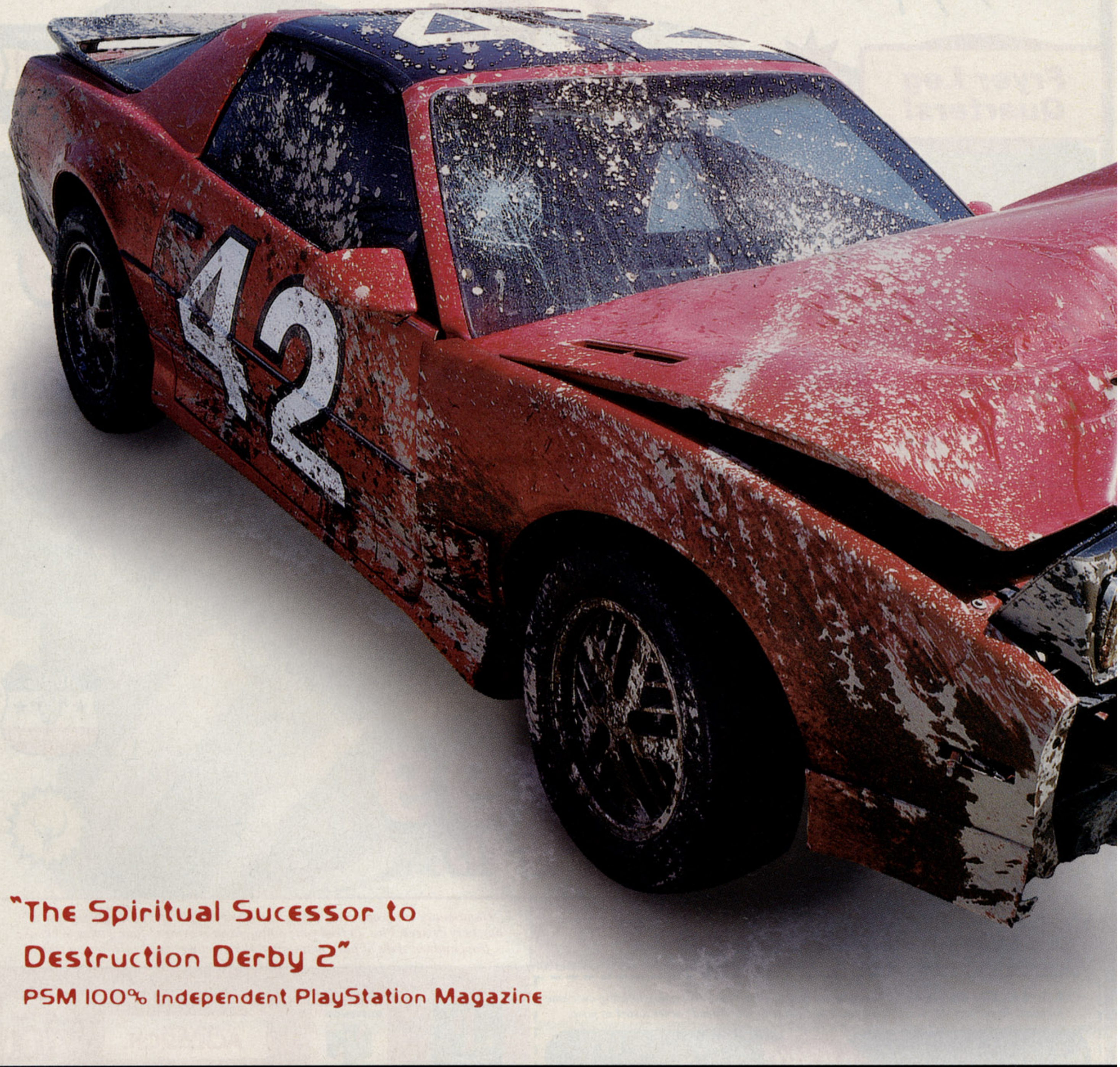

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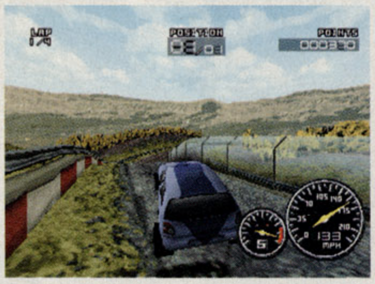
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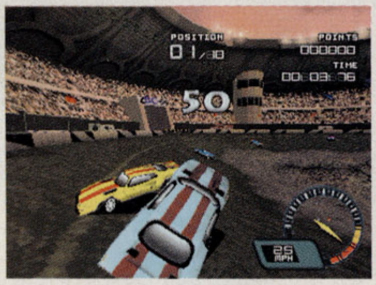
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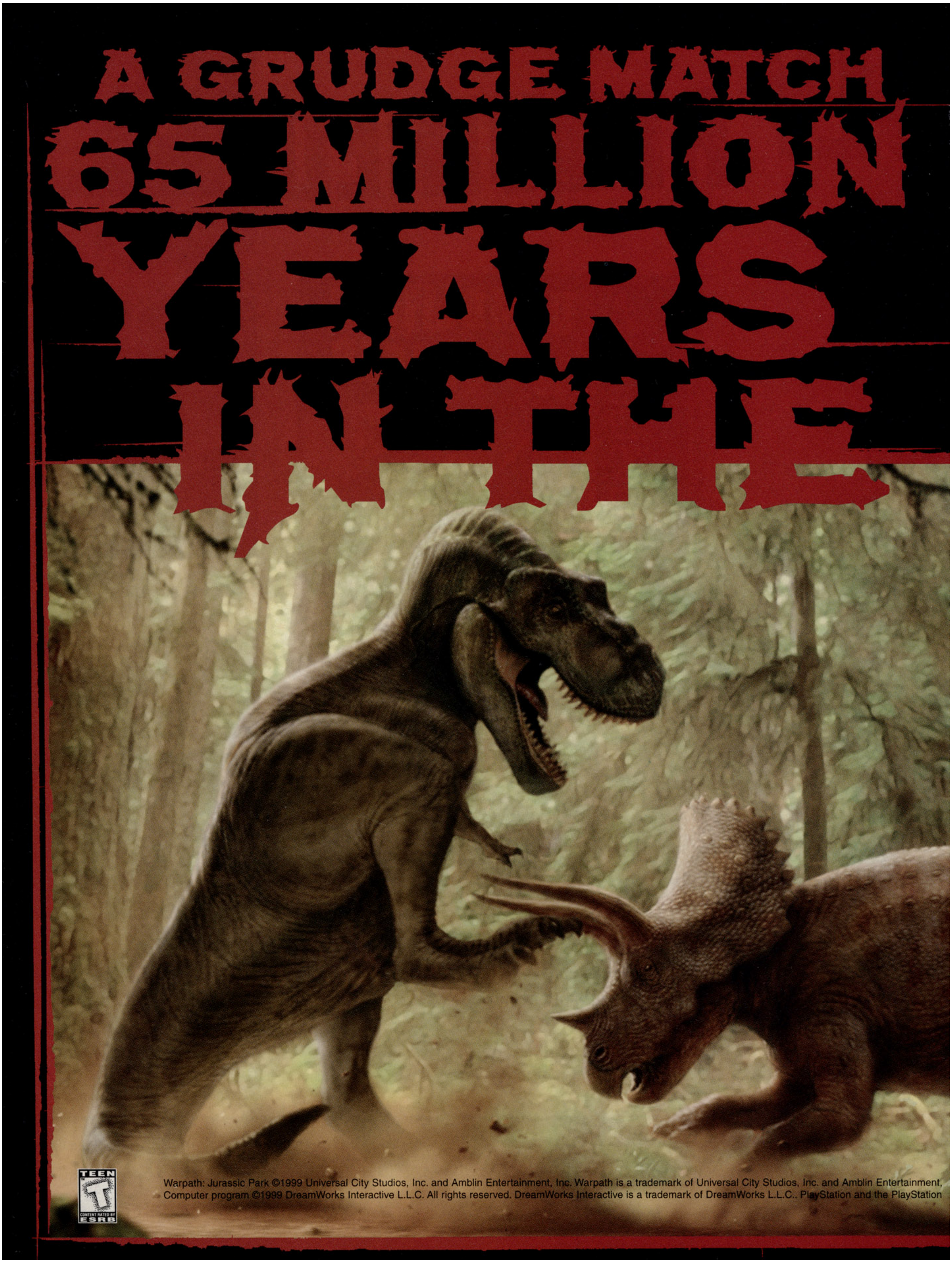
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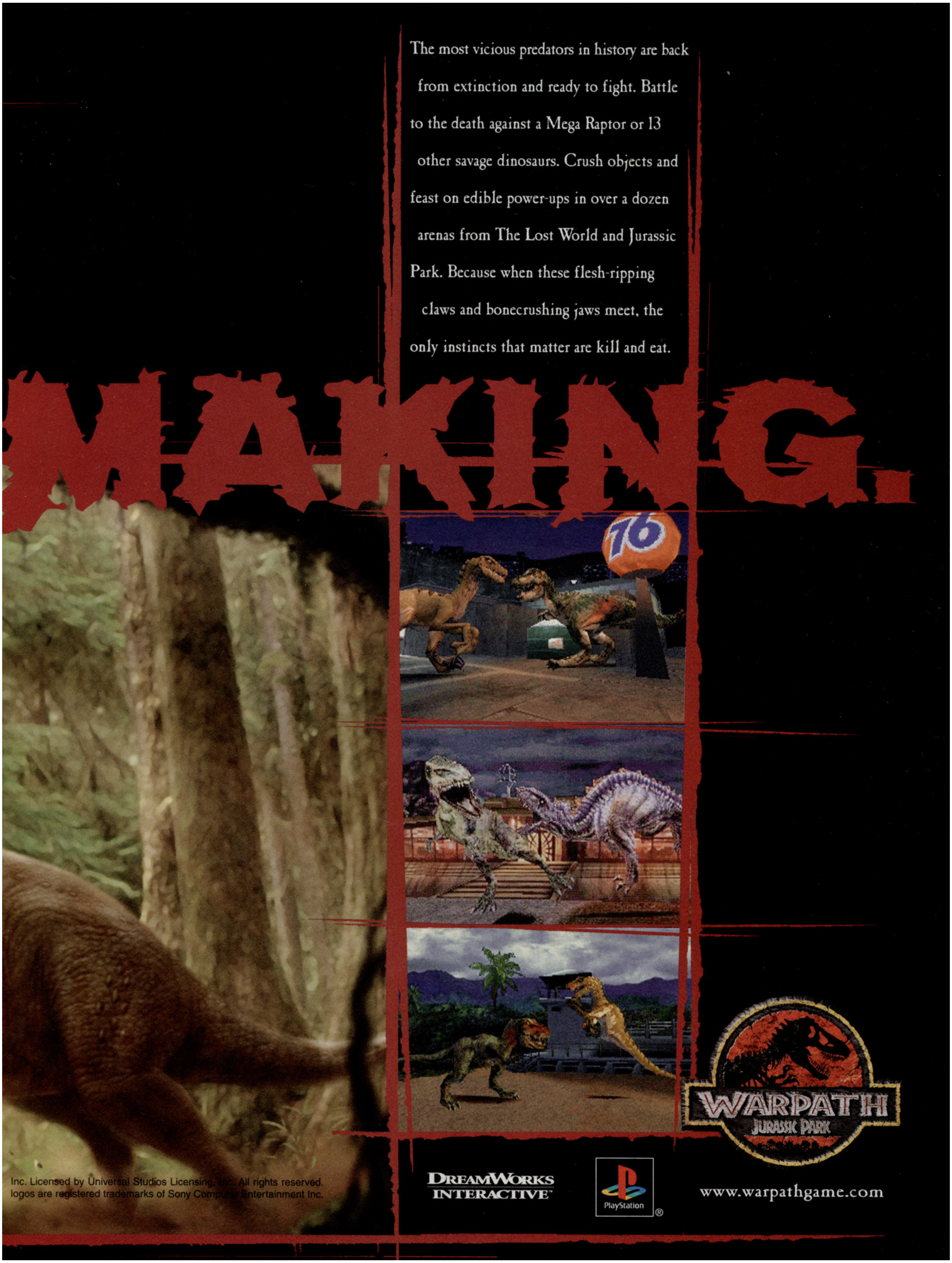
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TOTAL ANNIHILATION KINGDOMS

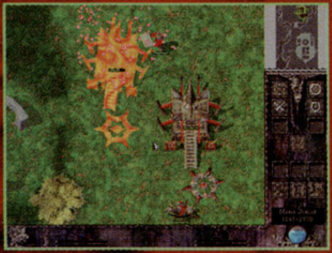
BY BOBA FATT

- Published by Cavedog
- $44.95
- 8 players
- Available now
- ESRB: Teen
- Real-time strategy

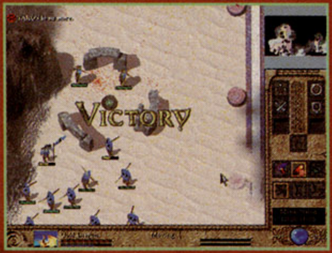
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

Recommended System Requirements

- Pentium II 233
- 32 MB RAM
- 300 MB on HD
- 4X CD-ROM
- VGA video card
- 3D accelerator



PROTIP: Use two or more building units to quickly summon defensive structures in a jam.



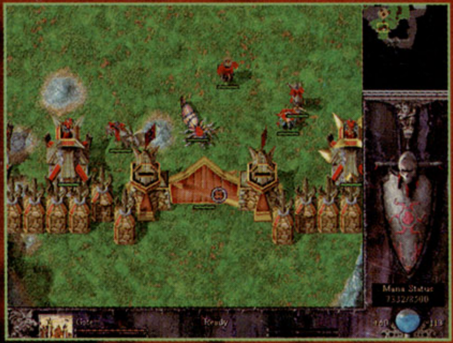
PROTIP: Don't spread yourself too thin. Fully defend each Lodestone with towers before moving on.

TOTAL ANNIHILATION OBLITERATED the early real-time strategy (RTS) champs, but the stakes have been raised by Myth's gorgeous 3D environments and StarCraft's immersive story line. Now Cavedog is firing another volley with Total Annihilation Kingdoms, and the battle shall begin anew.

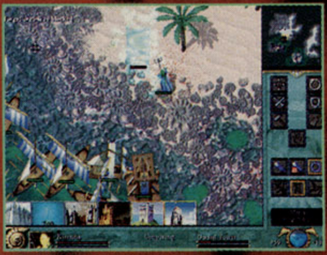
Shakespearean Strategy

Looking to improve the weak plot elements of the original TA, Cavedog has borrowed a theme from *King Lear*. Kingdoms sets four bickering royals on a quest to take over their fallen father's land. Each monarch wields the power of an element, drawing their power from the game's sole resource, mana. You place receptacles over "Lodestones" to replenish your power faster.

As opposed to the race-based campaigns of most RTS titles, Kingdoms offers just one story line that jumps back and forth between all four clans and spans 48 missions. Unfortunately, Kingdoms has ditched TA's difficulty adjustment and careens from mind-numbingly easy to nigh impossible in one tragic step.



PROTIP: Once you have a foothold, keep your precious Monarch buried in the heart of your defenses and use basic building units to advance.



PROTIP: To storm a beach, back up your landing parties with lots of projectile naval units and, if available, flying attackers or floating towers.

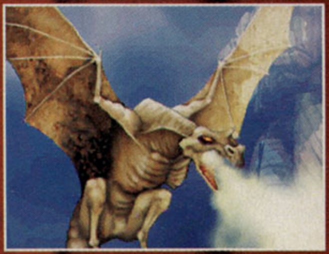
Balancing Act

Each kingdom's advantage lies in its elemental power—air, fire, water, or earth. The quasi-unique races are dubiously balanced for multiplayer challenges (there are questionable problems, like the Zhon race's lack of queues), but there's little rhyme or reason to the technology trees, and it's often difficult to visually discern one type of foot-soldier unit from another.

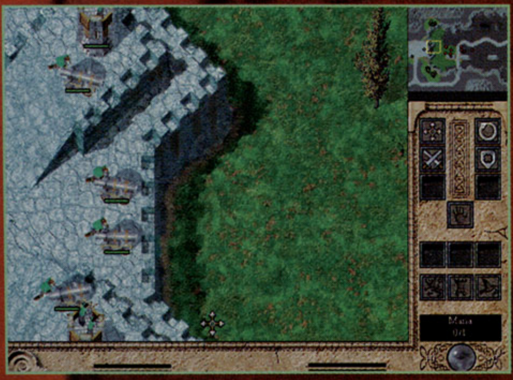
Total Annihilation…of Variety

Kingdoms' excellent character designs are enhanced by fluid animations and energetic battle cries, from the screech of Griffons to the lightning blast of a Mage Tower. The landscapes are vivid and crisp, but they, along with the placid score, suffer from lack of variety. Kingdoms' clunky map editor allows you to choose between tile sets for each race, but the sets are all strikingly similar—hardly the variety offered in StarCraft. Luckily, both the visuals and audio shine during battle; you'll cringe at the wet thunks of mortal blows and gape at the spectacular blasts of magic.

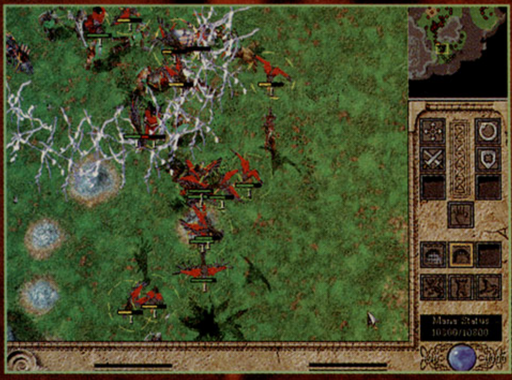
Kingdoms is an exciting, energetic RTS, but each of its elements has already been outdone by superior games. Fans of the TA franchise or RTS freaks who've played out everything else won't be disappointed, but this Kingdom isn't the fairest in the land.



Kingdoms uses documentary-style dissolves across still shots to advance its Shakespearean story line.



PROTIP: Place towers or projectile attackers with good lines of sight and elevation whenever possible.



PROTIP: When defending an all-out assault, set your magic users to attack with their most powerful spells.

GRAPHICS 4.0

Kingdoms supports 3D hardware, but there's no zoom mode or rotation, à la Myth. Superb lighting and magic effects dazzle the battlefield, and incredibly lifelike unit animations make you believe in the bloody mayhem—but variety, this game ain't got.

SOUND 4.0

If Kingdoms' royal score and unit battle cries don't float your ferry, its screeching, crashing, and piercing echoes of war will leave no doubt that Cavedog knows how to put you in the midst of real-time warfare. But again, where's the variety?

CONTROL 4.0

The units move fine, but the pseudo-rally point system is weak, there's no mouse double-clicking to select all units of a particular type, and it's awfully hard to figure out who's who. StarCraft doesn't make these mistakes.

FUN FACTOR 4.0

Kingdoms improves on TA's lame story line, but falls short of the epic StarCraft, while the four races aren't unique enough to warrant completely different strategies. It's still a great game, but the parts of this sum have been outdone by other games.

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TARGET

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BY AIR HENDRIX

- **Developed by Volition**
- **Published by Interplay**
- **Target release date: December**

HANDS-ON

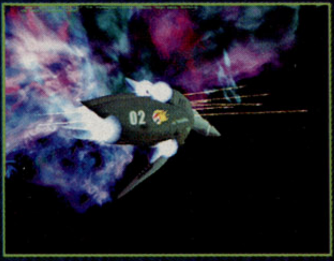
Windows 95/98/NT

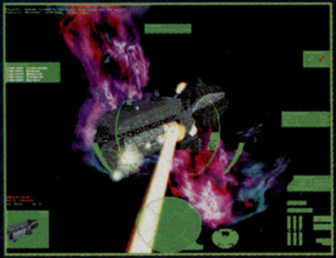
Freespace 2

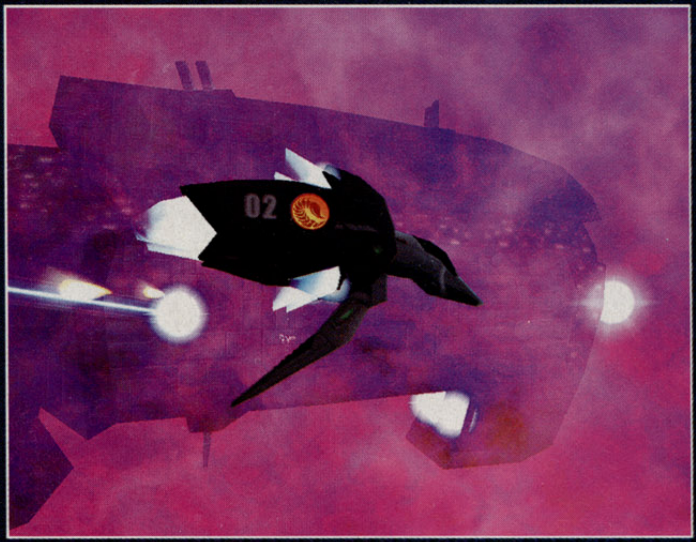
Flight Deck

Freespace 2 takes place 32 years after the first game in a chaotic time when rebellions threaten the GTVA (the alliance between Terrans and Vasudans), and even worse, the dreaded Shivans are preparing to take on the GTVA once again. Playing as a pilot leading a four-person squad, you tackle 30 single-player missions as the game's epic story line unfolds. On the multiplayer side, up to eight pilots can clash over LAN or Internet connections, and Freespace 2 retains the original's real-time voice messaging for all the smack-talk you can dish out. If that's not enough action, you can design your own missions with the included mission editor.

Freespace 2 also packs in more than 70 ships and a host of new weaponry, the coolest of which are the beam weapons that the enormous capital ships carry. Slicing out across space, beam weapons annihilate fighters with a touch or carve larger ships to pieces.

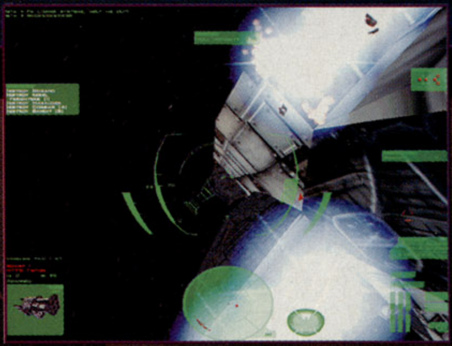






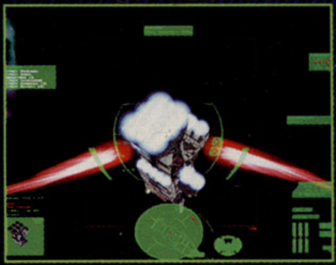
Last year's ace of space returns to a galaxy near you with Freespace 2, a promising overhaul that should have dogfighting fiends drooling with anticipation.

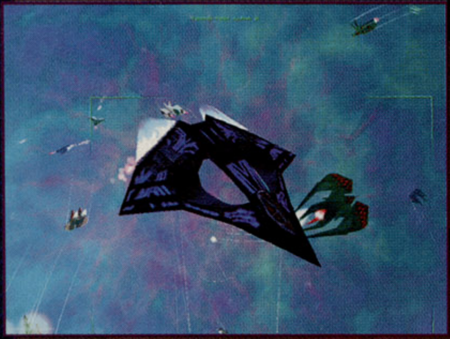
In the Cockpit

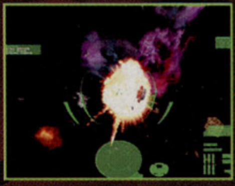


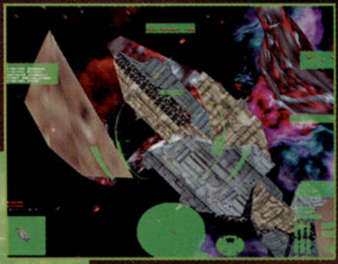
The most innovative addition to Freespace 2 is the battles that go down inside nebulae—otherwise known as giant clouds of colorful gas floating in space. Although you can't weave between the nebulae and regular space, the nebulae make a fascinating environment for dogfighting as electrical storms can damage your ship, interrupt communications, or provide cover for a sneak attack.

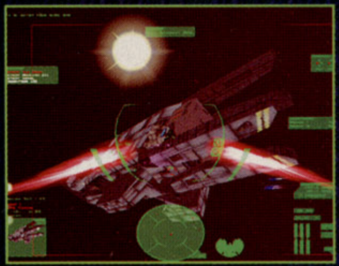
Once you're behind the controls, Freespace aces will feel instantly at home…largely because the heads-up display (HUD) and controls remain identical to the original's. But this is anything but a hastily slapped-together sequel; slick new graphics, highlighted by cool ship models combine with the impressive new features for one of the year's most exciting prospects.

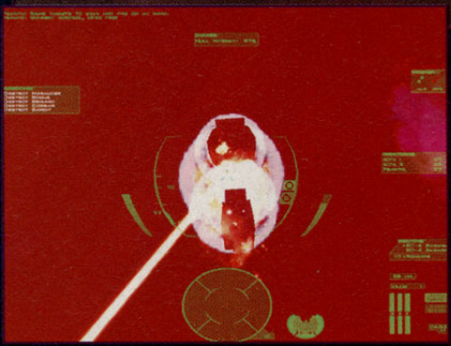


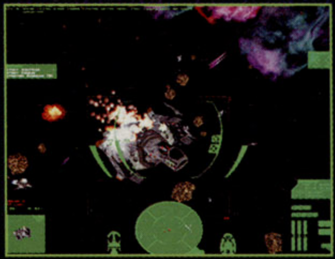












FREESPACE 2

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Planescape: Torment

BY ASH

- Developed by Black Isle
- Published by Interplay
- Target release date: September

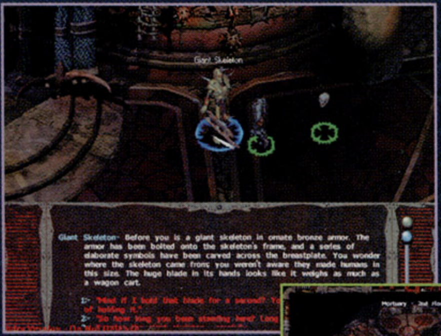
HANDS-ON

Windows 95/98

The first RPG to be set in the AD&D Planescape world, Torment is darker than the average fantasy role-playing game. It puts you in charge of an immortal who is suffering from a twinge of memory loss. Death isn't an endgame, it's simply another step toward your goal of…well, you'll have to figure it out now, won't you?

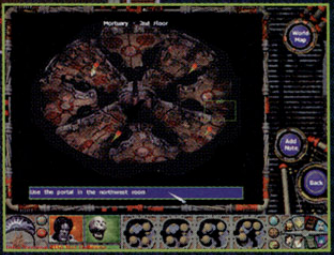
Though built on the same engine that powered Baldur's Gate, Torment doesn't take itself quite as seriously as that game. In fact, your floating-skull sidekick, Mort, berates you at every opportunity—when he's not busy flirting with the undead ladies. Plus, improvements to the engine abound, such as the ability to run or to take notes in different map areas.

Uniquely, character creation doesn't consist of rolling digital-dice before the game starts. Instead, personality is dictated by how you play your role: Your actions and even your conversations shape your protagonist and his world. With Planescape's solid engine and excellent story line, the biggest torment for us will be waiting for this puppy to be released.

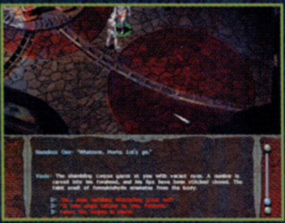


Giant Skeleton- Before you is a giant skeleton in ornate bronze armor. The armor has been bolted onto the skeleton's frame, and a series of elaborate symbols have been carved across the breastplate. You wonder where the skeleton came from; you weren't aware they made humans in this size. The huge blade in its hands looks like it weighs as much as a wagon cart.

1- "Mind if I hold that blade for a second? Yo
of holding it."
2- "So how long you been standing here? Long



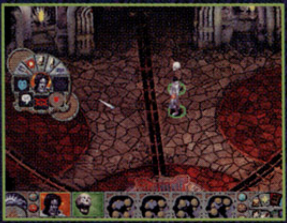
Use the portal in the northwest room

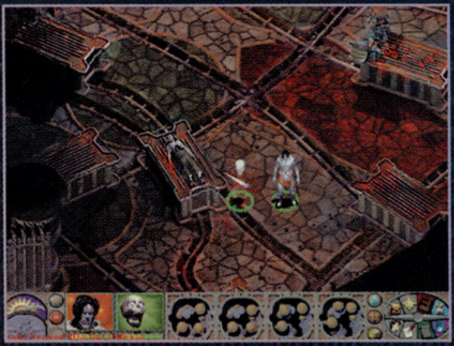


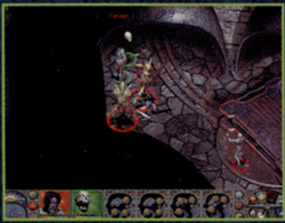
Nameless One- "Whatever, Morte. Let's go."

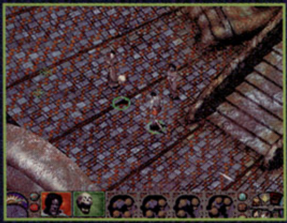
Vaxis- The shambling corpse gazes at you with vacant eyes. A number is carved into his forehead, and his lips have been stitched closed. The faint smell of formaldehyde emanates from the body.

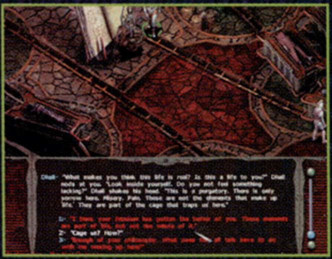
1- "So... seen anything interesting going on?"
2- "It was great talking to you. Farewell."
3- Leave the corpse in peace.











Dhall- "What makes you think this life is real? Is this a life to you?" Dhall nods at you. "Look inside yourself. Do you not feel something lacking?" Dhall shakes his head. "This is a purgatory. There is only sorrow here. Misery. Pain. These are not the elements that make up 'life.' They are part of the cage that traps us here."

1- "I think your fatalism has gotten the better of you. These elements are part of 'life,' but not the whole of it."
2- "Cage us? How?"
3- "Enough of your philosophy. What does [illegible] all talk have to do with me waking up here?"

Braveheart

BY ASH

- Developed by Red Lemon
- Published by Eidos
- Target release date: August

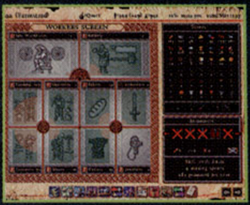
HANDS-ON

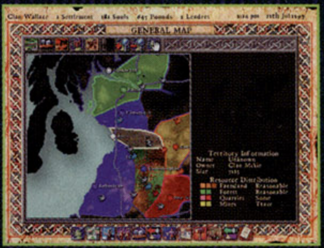
Windows 95/98

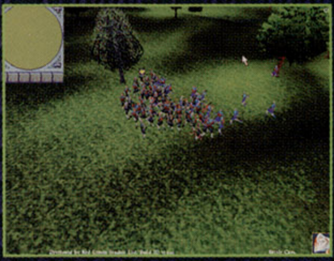
Mel Gibson made kilts cool with the movie *Braveheart*, an epic tale depicting the life of Scottish clansman William Wallace and his battles against the Brits. Equally Scottish developer Red Lemon is attempting to transfer the grandeur of the film's large-scale combat to the small screen with real-time strategy and clan micro-management.

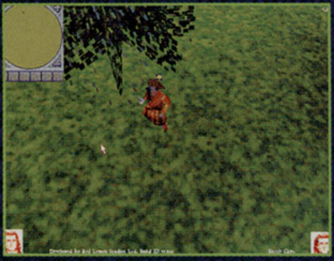
Characters from the film, such as Wallace and Robert the Bruce, are rendered in two and three dimensions, while a 3D battle mode features hundreds of individuals in hand-to-hand combat that looks and sounds impressive. One of the most exciting aspects of the game will be the co-op mode where up to 12 players can control clans against Longshanks and his limeys (or against each other in competitive mode).

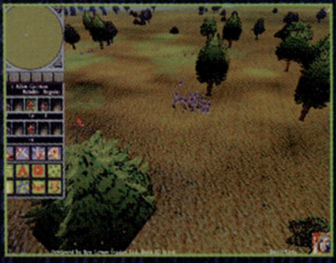
If you're more interested in sword-fighting than in goat-herding, the details of clan management can be handled automatically. A simultaneous movie/game release would have been better for Braveheart (look what it's done for Star Wars Episode I: Phantom Menace and Racer); nevertheless, the expansiveness of this game's combat and strategy might rekindle the flames under those kilts.

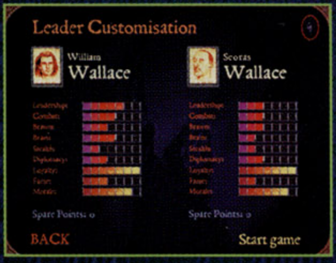












Leader Customisation

William Wallace

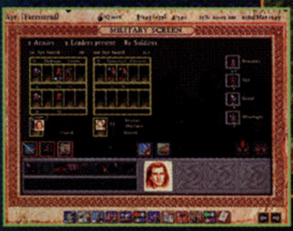
Scotas Wallace

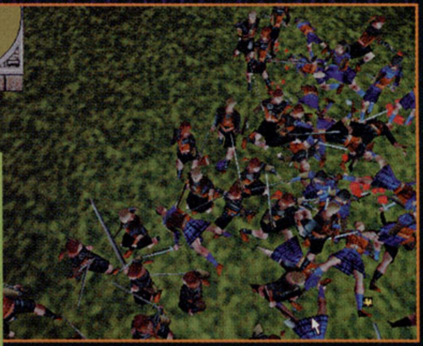
Spare Points: 0

Spare Points: 0

BACK

Start game





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Sinistar Unleashed

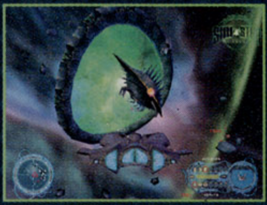
BY BOBA FATT

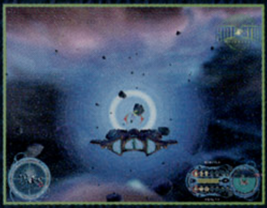
- Developed by GameFX
- Published By THQ
- Target release date: Summer '99

PC

HANDS-ON

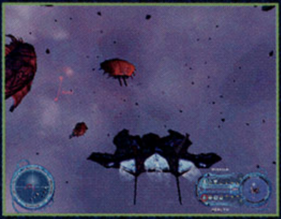
Windows 95/98

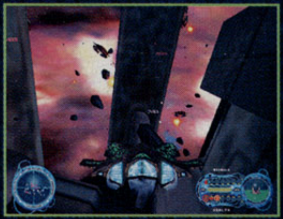


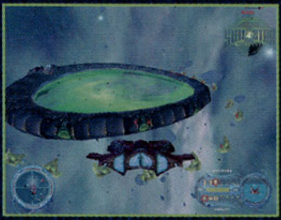


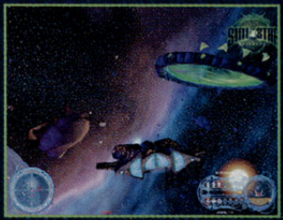
SINISTAR LIVES—in 3D-hardware-required glory! THQ's gorgeous Sinistar Unleashed is shaping up to be one of the most stunning space shooters ever put to a PC. Your retinas will collapse under the brilliance of these lighting effects that range from a blazing sun and incoming fireballs to the sweeping green energy of the Sinistar! Want piercing stereo sound? You got it—you can pinpoint your enemies' positions by the signature roar of their engines. Only Sinistar's "I live" taunt was in this preview disc, but hopefully THQ will add more verbal debauchery before the final game is shipped.

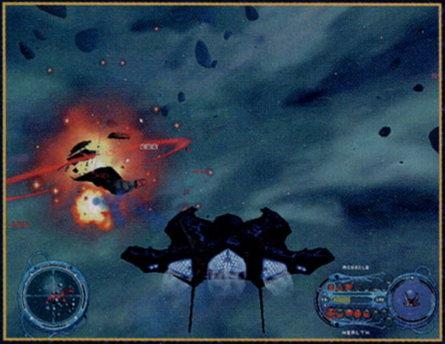
Sinistar's fluid controls take full advantage of a flight stick, utilizing the rudder, throttle, and even the hat-button for strafing. You'll spin and dive while mining asteroids for crystals to arm yourself with the all-important sinibombs. Plus, Unleashed adds some twists to the basic Sinistar formula, enabling you to spend your crystals on shields or weaponry. The preview was a polished sample of an incomplete game, but the bottom line is: Sinistar lives, mortal—and he's coming to crush you!

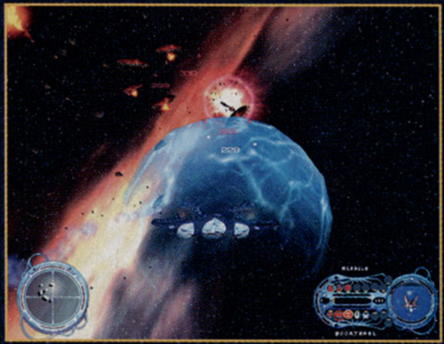


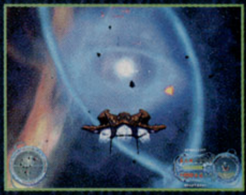


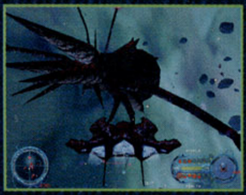












Abomination: The Nemesis Project

BY BOBA FATT

- Developed by Hot House
- Published By Eidos
- Target release date: September

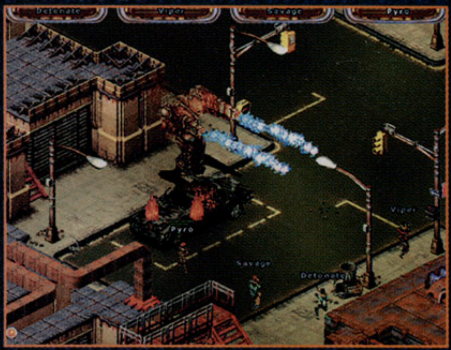
PC

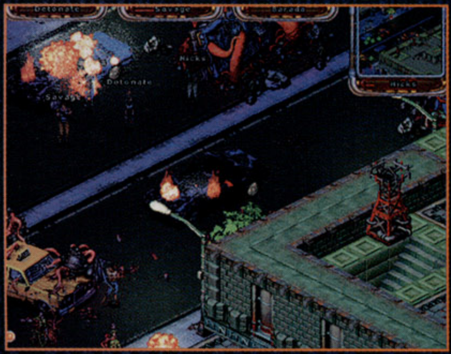
FIRST LOOK

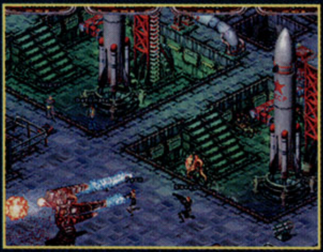
Windows 95/98

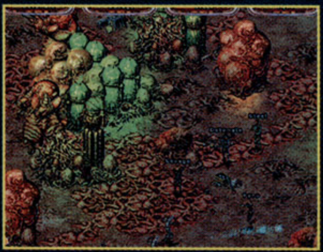
ABOMINATION: THE NEMESIS PROJECT is shaping up like a cross between X-Com and Diablo. This real-time tactical-based bloodbath is set in a highly detailed pre-rendered world with 3D characters. You'll select a team of four genetically altered marines trapped in a chaotic future ruled by a biological terror called the Brood. From the last Brood-free city in America, you'll travel the wasteland of our globe to unravel the mystery of these undead uglies. Your characters will invoke Darwinism by adapting the Brood's weaponry, even becoming Brood themselves!

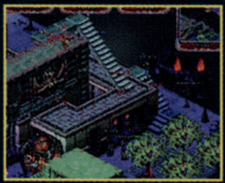
Abomination features a level generator similar to Diablo's and promises to shine in multiplayer action with one to eight players participating in co-op, deathmatch, or even e-mail competitions. Your characters will find new items at every turn with over 150 weapons available in indoor and outdoor areas. Hot House even promises to make the sound design an important element, making it possible for you to locate incoming bugs through stereophonic effects. Stay tuned for more info—the age of the Brood is nigh.

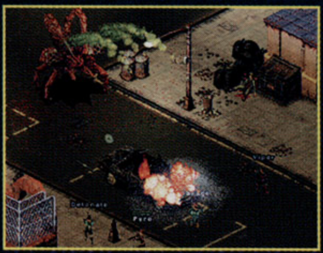


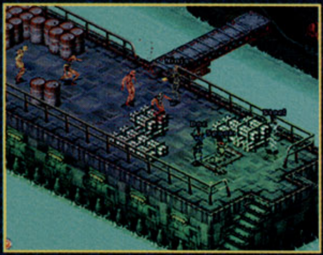


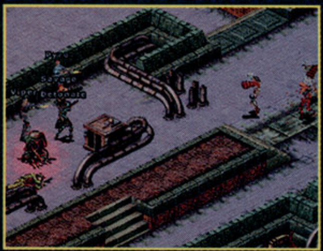












Dreamcast
SEGA
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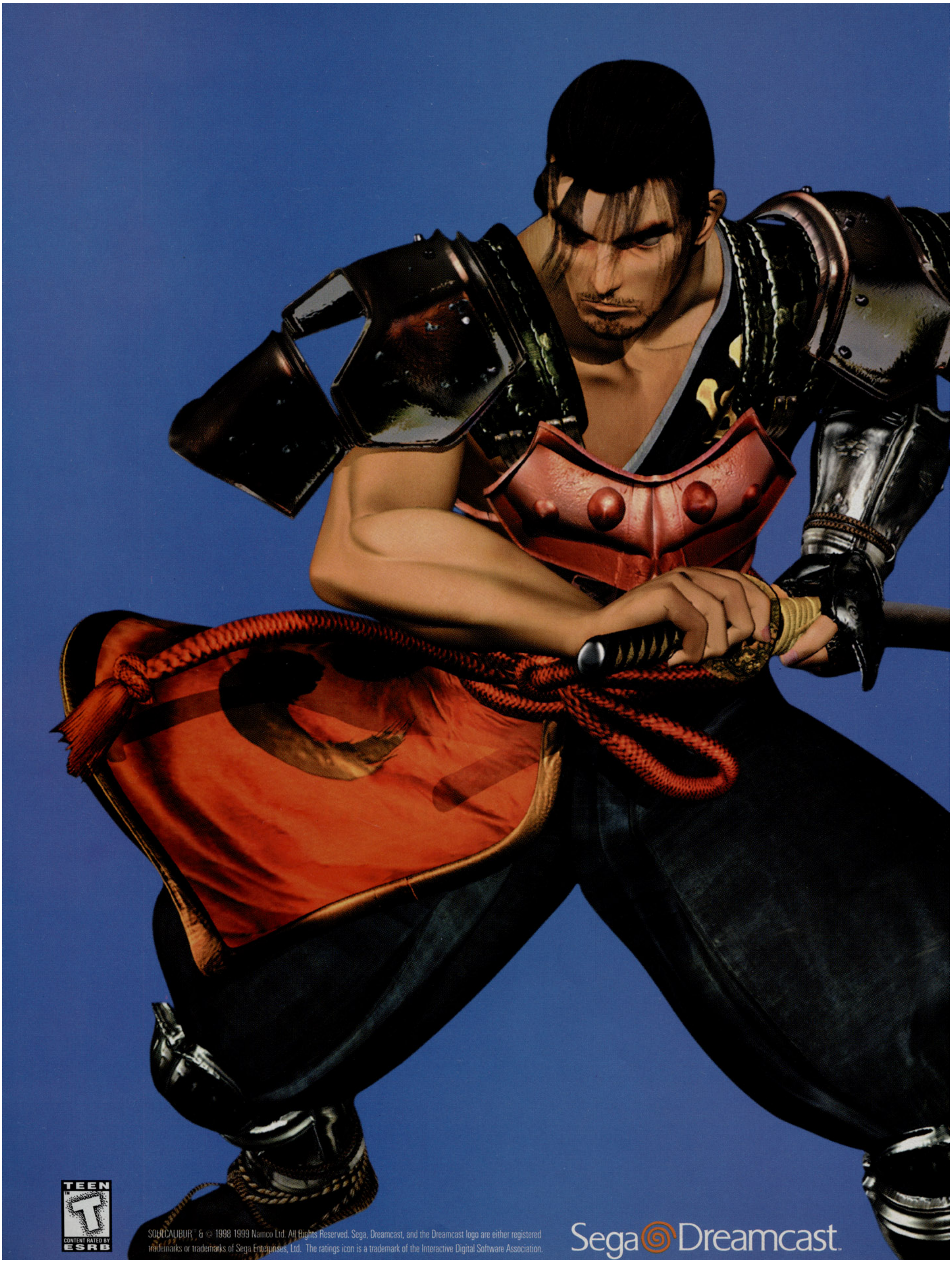
TEEN
T
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Sega Dreamcast.

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namco®

BY MAJOR MIKE

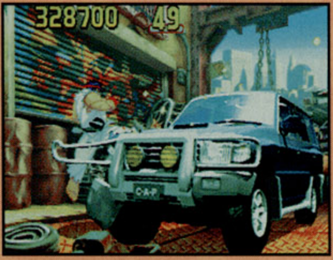
- Developed and published by Capcom Coin-Op
- Available now
- 2 players
- Animated violence (mild)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	2.0	4.5	3.0

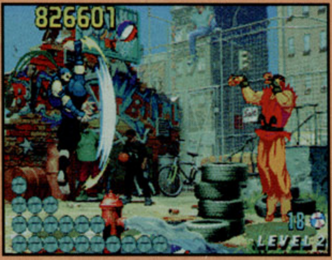
3rd STRIKE STREET FIGHTER III

THE STREET FIGHTER III series hits the arcade fighting-game ring a third time with the aptly titled 3rd Strike (Street Fighter III: Second Impact was the last one). Sure, the game looks great, but despite additional fighters and a few new fighting techniques, Strike quickly reveals itself as the same limited fighting-game engine that was introduced with SFIII.

Bonus Stages



You get to wreck the car...

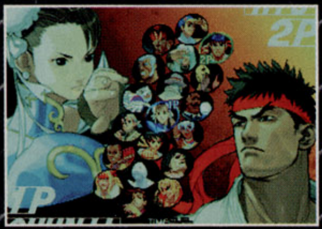


...and hit the basketballs!

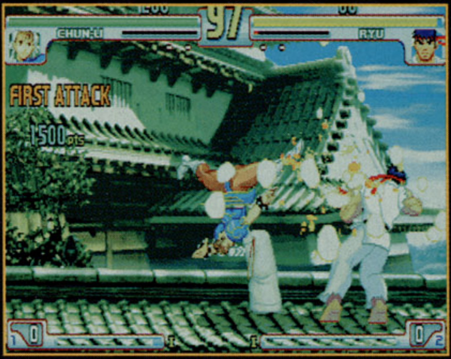
Is More Better?

Strike's basic fighting techniques will be familiar to anyone who's ever stepped up to an SF machine, but Strike isn't nearly as fun to play as the Alpha and Marvel crossover titles. Its counter system is horribly limited, air blocking isn't allowed, and the fighter lineup isn't balanced—just pick Ibuki or Dudley, and you'll easily sail to the end of the game. Strike does add some nice elements to its one-player game, though: You can choose your opponents as you battle to the last boss and encounter bonus stages that range from wrecking a car (in a given amount of time) to punching basketballs out of the air. As for the new grading system that ranks your fighting performance after each match—who cares? All that really matters is being the last fighter standing.

Strike features 19 fighters—the most of any game in the SFIII series—including five new brawlers, none of whom are very interesting except for Chun-Li, who makes her SFIII series debut. Together with Ken, Ryu, and Akuma, Chun's the only other old-school character who was featured in earlier SF games such as SF Alpha and Super Street Fighter.



Strike's lineup comprises 19 fighters, including Chun-Li, who makes her Street Fighter III series debut.



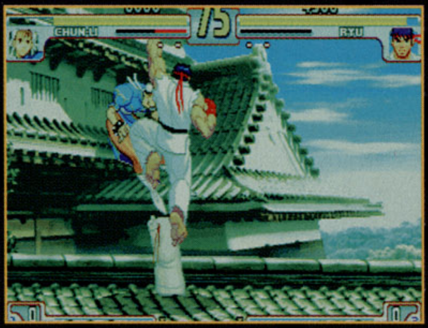
PROTIP: When playing as Chun-Li, hold ↓ on the joystick at the start of each round. When the announcer says "Fight!", tap ↑ on the joystick and press Roundhouse Kick for a Spinning Bird Kick.

Strike It Rich?

Strike's audio/visual combo is a mixed bag. The 2D sprite visuals (courtesy of the CPS-III hardware) are the game's strongest feature, sporting fine details; the Super Arts and other splashy special moves provide eye-catching fireworks. Unfortunately, the graphics are coupled with lousy sounds—especially the music. Most stages are chimed to a funky street-rhythm that's just plain wrong for a SF game, while the announcer babbles gibberish.

Third Strike and...?

Street Fighter III: 3rd Strike isn't a bad game—it just isn't a very interesting one. In the world of arcade fighting coin-ops, your hard-earned quarters are better spent on more worthy games such as Tekken Tag Tournament or Marvel vs. Capcom. G



PROTIP: Street Fighter 101: Throw a fireball, and when your opponent jumps over it, perform an uppercut, roundhouse, or Dragon Punch.

GRAPHICS 4.5

Strike's graphics are the best of any 2D arcade fighting game. Its characters are detailed and loaded with animations. The only sore spot is the distortion that occurs when the camera zooms in during some special moves.

SOUND 2.0

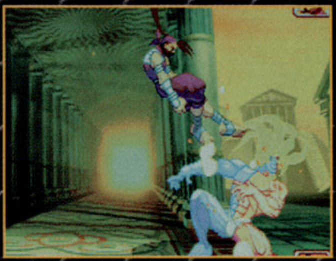
Ugh! The funky music score sounds like it belongs in another game, and the obnoxious announcer makes you cringe. The only audio bright spots are the various smacks and other sound effects.

CONTROL 4.5

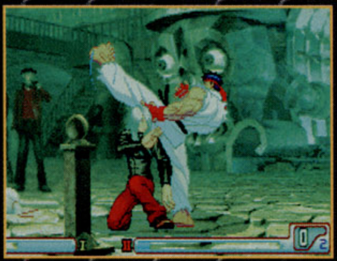
Strike's controls are nearly perfect. All the various special moves and techniques are a snap to execute. Unfortunately, some of the advanced Super Art attacks aren't as easy to perform.

FUN FACTOR 3.0

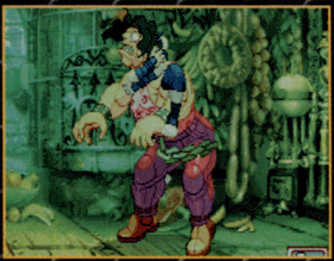
Street Fighter III: 3rd Strike isn't a terrible fighting game, it just isn't a very original one, and the fun wears off rather fast. Minor enhancements are only a small plus. Is the SF series finally on the ropes?



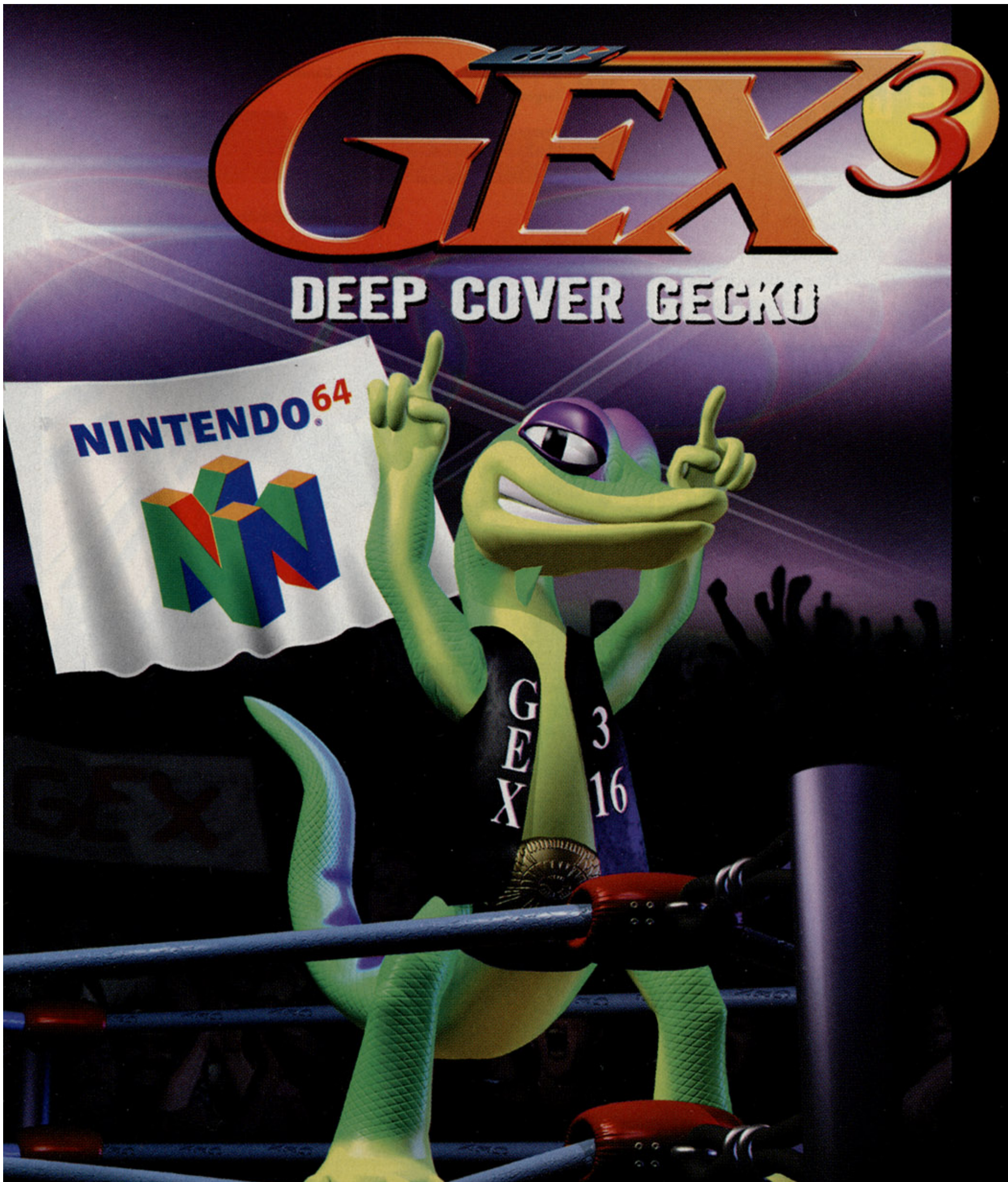
PROTIP: Defeat Gill, the last boss, by playing as Ibuki and repeatedly performing her Jumping Air-Kick: Motion ← ↓ ↙ and tap any Kick button.



PROTIP: Some characters have new moves–like Ryu's new Mule Kick: Motion ← ↙ ↓ ↘ → and tap any Kick button.



PROTIP: Ibuki's Sliding Neck Twist is one of the cheapest but most effective moves in the game. Simply motion ← ↙ ↓ ↘ → and tap any Punch button.



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BY DAN ELEKTRO

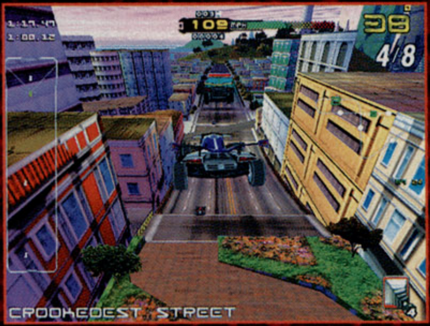
- Developed and published by Atari Games
- Target release date: Summer '99

HANDS-ON

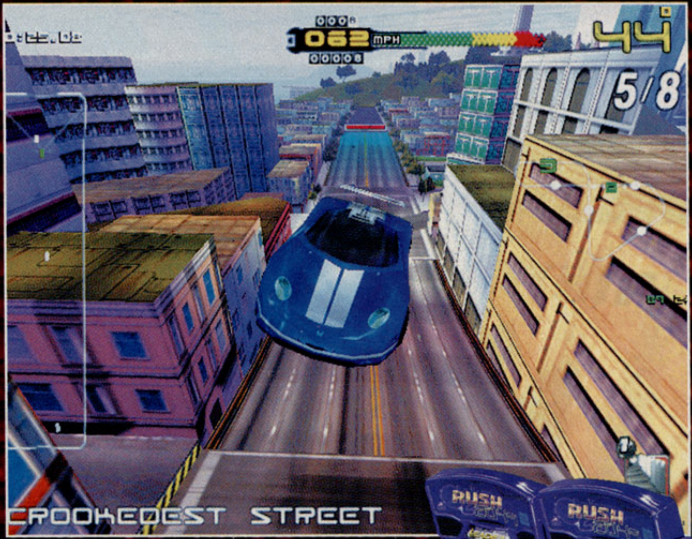
Arcade

San Francisco Rush 2049

SAN FRANCISCO (GOLD) RUSH



It's 50 years in the future, and California is enjoying the fruits of a second gold rush. The resulting tunnels from digging didn't trigger an earthquake, but they did create four dangerous new race courses with tons of improbable shortcuts for drivers brave enough to navigate them. In truth, most of the racing is above ground—sometimes well above the ground on suspended roadways, ramps, and the occasional loop. The tracks, which dynamically change from lap to lap, feature updated 21st-century landmarks such as Lombard Street and the Embarcadero. Naturally, there's gold in them thar hills—in the form of little coins. If you can collect them as you careen around the tracks, new game options and secret cars become available.



Atari Games takes road racing back to the future—and back to the city by the bay—with the futuristic sequel to San Francisco Rush.

SAN FRANCISCO
RUSH
2049

RUSH WITH GREATNESS

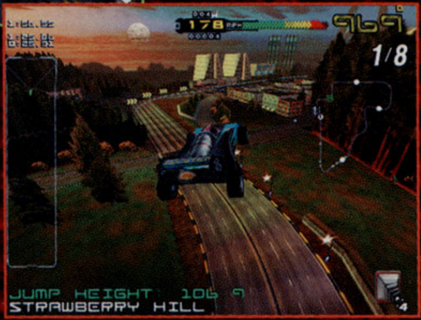
Rush 2049's innovations are subtle so as not to ruin the high-flying, adrenaline-soaked gameplay that made the series famous, but they're clearly more than just a fancy Jetsons' paint job. The clever tracks and detailed scenery will keep racers on the lookout for shortcuts and secrets on every lap, and the game's sensation of speed is excellent. Atari's currently testing Rush 2049 in select locations and plans to have units in wide release by late summer.

OMBARD STREET

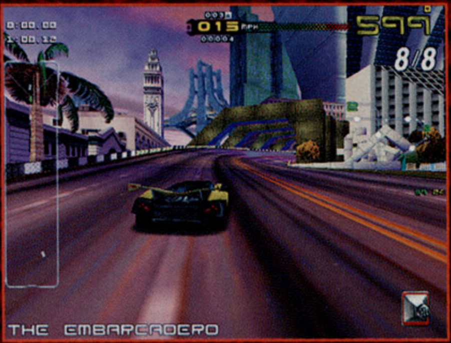
IT'S DANGEROUS!

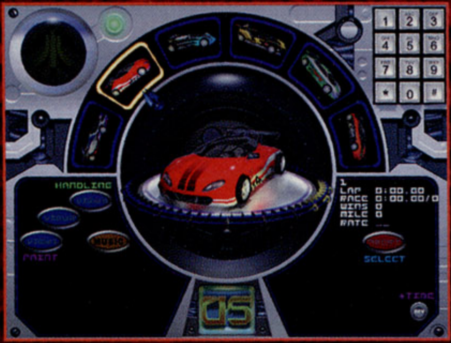
The new Rush features tweaks in every area, from slick graphics and devious track layouts to roaring-engine sound effects. Rush 2049 also offers great force-feedback steering and uses the same driving model for each of the six cars, which means you're not locked into one control-set based on the ride you choose. Once you get a few laps under your seat belt, you can upgrade your car's handling to something faster and looser.

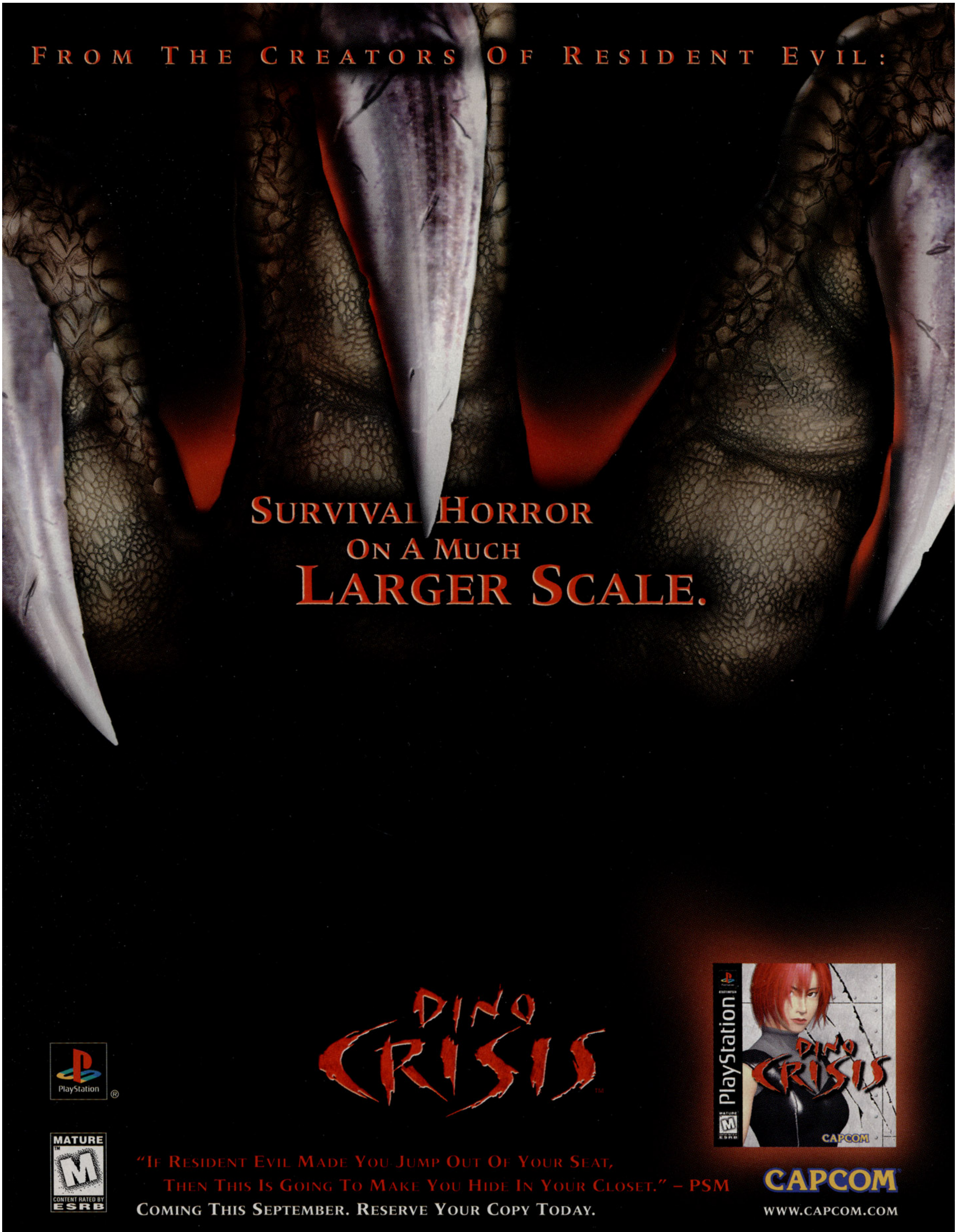
As part of the increasing trend to personalize the arcade experience, Rush 2049 encourages gamers to register a PIN number to track their stats. Simply enter your name and code (up to 10 digits) on the telephone-style keypad before you start, and the machine will store your name, coins, and mileage. Plus, if you register, opponents will see your name hovering above your car as they eat your dust!



FINISH LINE



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DINO CRISIS
PlayStation
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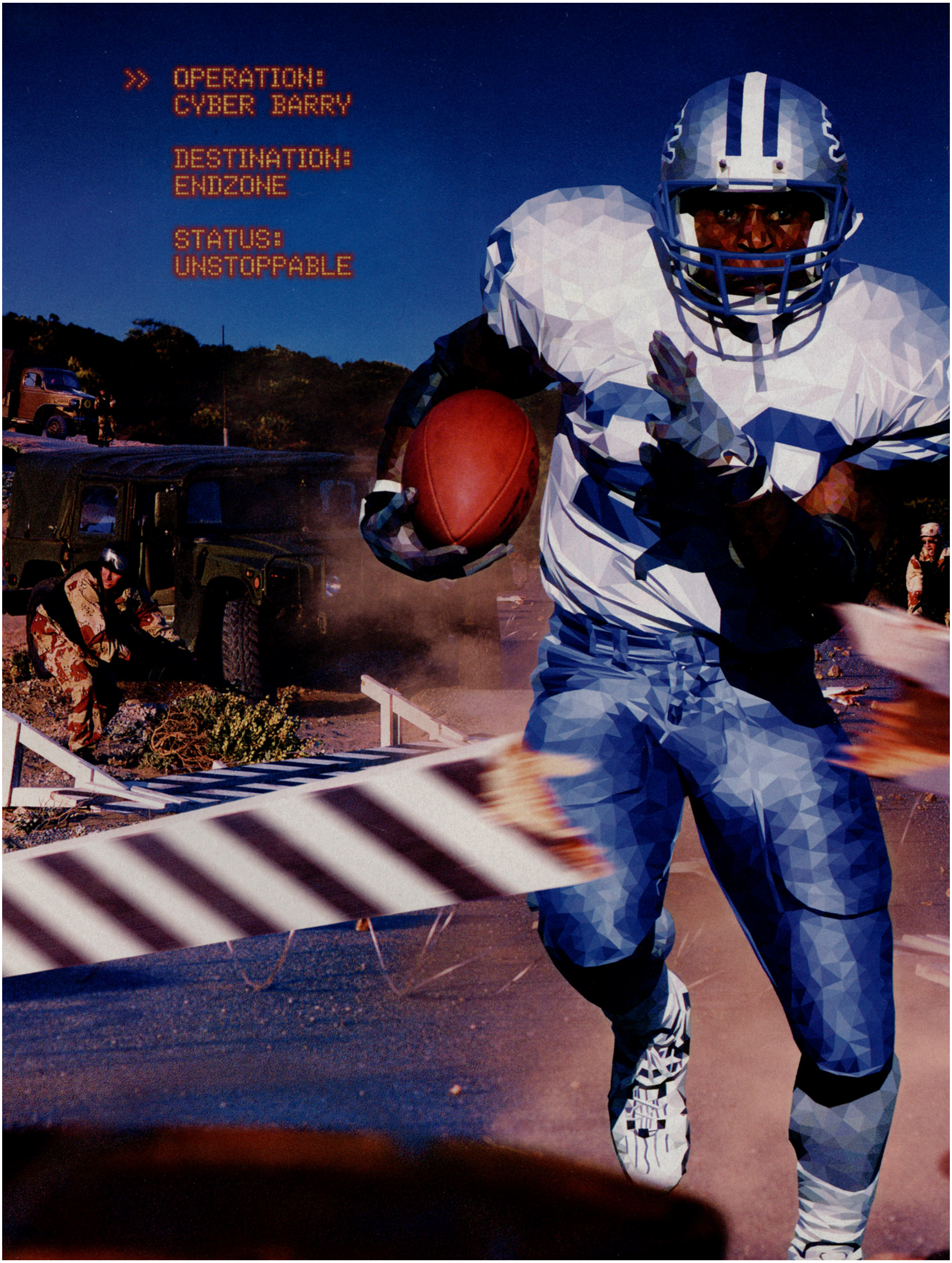
>> OPERATION:
CYBER BARRY
DESTINATION:
ENDZONE
STATUS:
UNSTOPPABLE

>> BREAKAWAY SPEED

Buckle up for the fastest gameplay ever. Lightning moves, bullet throws and DB's with afterburners.

>> SICK MOVES

Besides Cyber Barry, your arsenal includes hot routes, one-handed grabs and breakable wrap tackles.

>> MASSIVE COLLISIONS

It's an all-out assault with make-the-cut multi-player franchise builder and zebra-free arcade mode.

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TEEN
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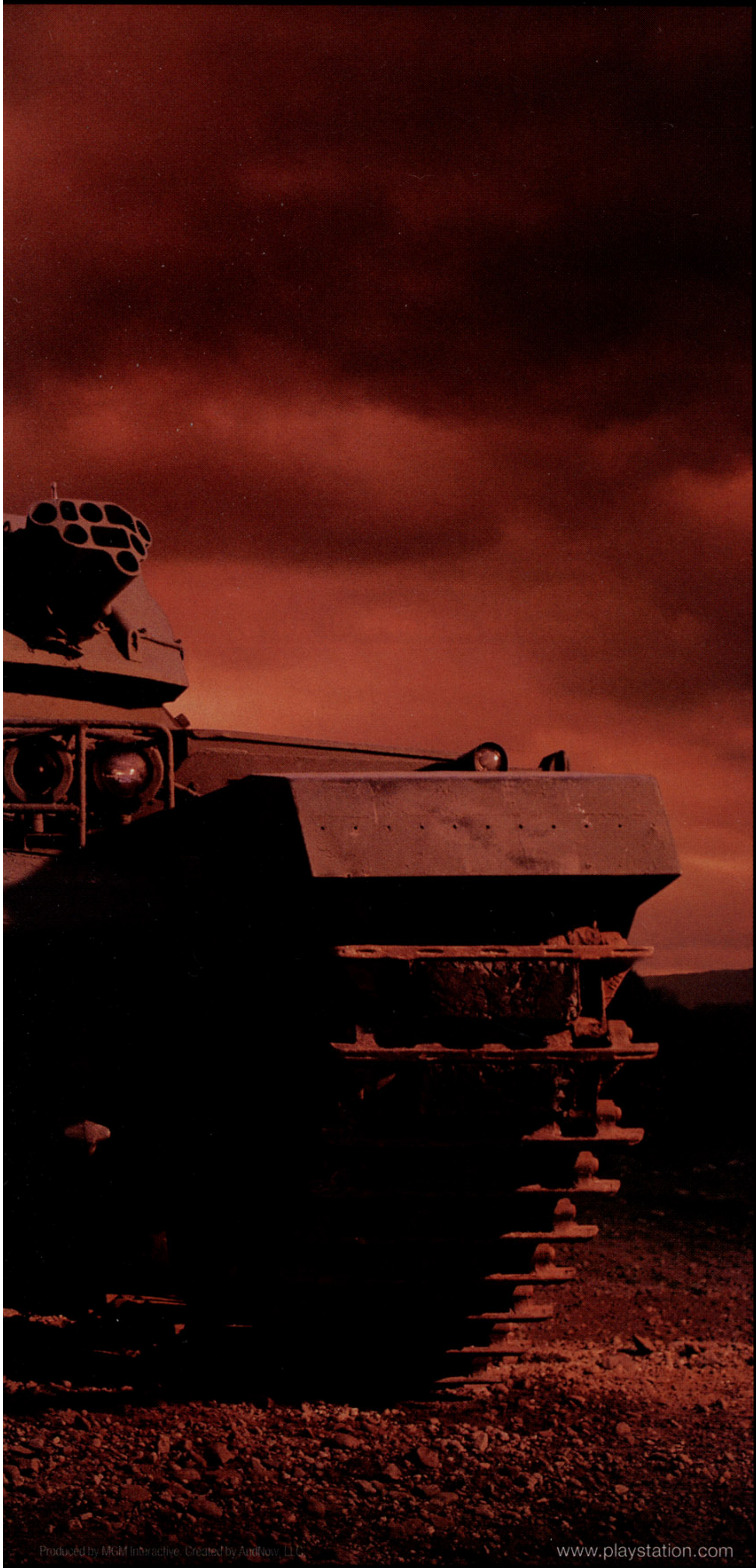
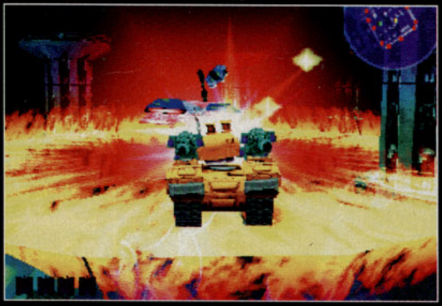
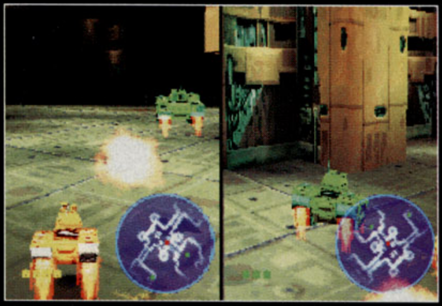


TINY TANK™

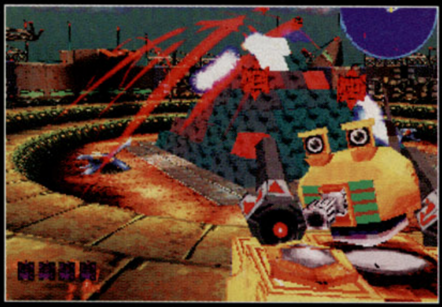
The Tiny Tank with the Big-Ass 'Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rottweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of itsy-bitsy piranha devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.

PlayStation®

Produced by MGM Interactive. Created by AndNow, LLC.

www.playstation.com

BY MAJOR MIKE

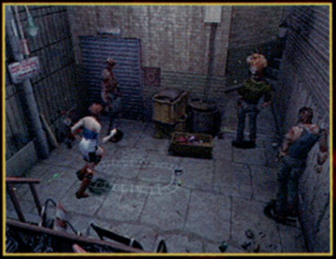
- Developed and published by Capcom
- Target release date: November

FIRST LOOK

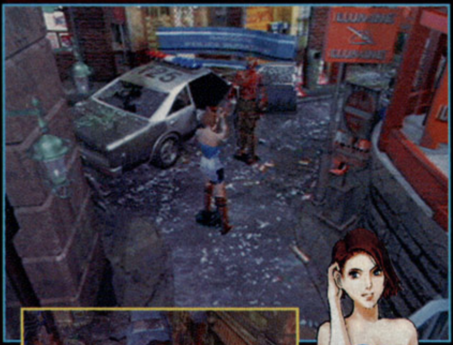
PlayStation

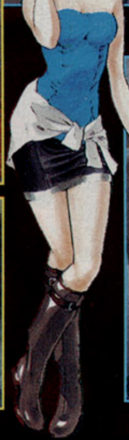
Resident Evil 3: Nemesis

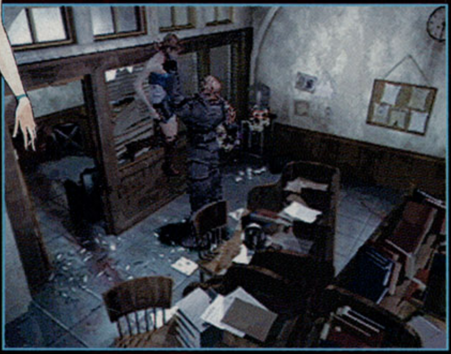
"September 28th. Daylight..."

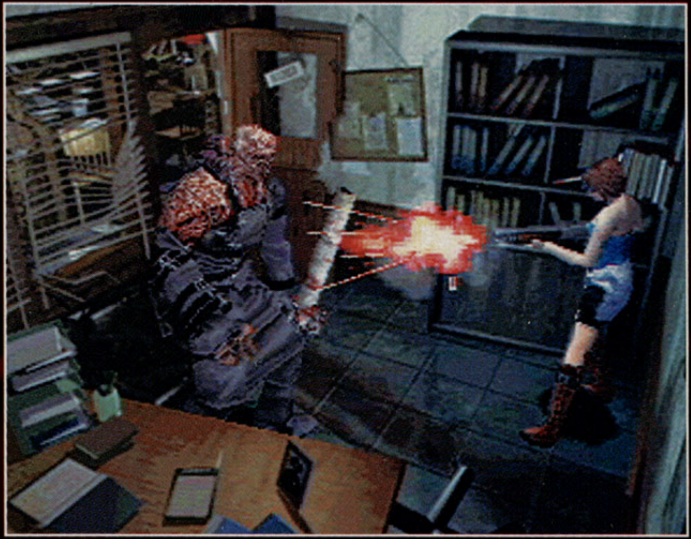


The 10 percent playable preview version of Resident Evil 3: Nemesis finally arrived, and it's lookin' frightfully good. The action starts in zombie-infested Raccoon City 24 hours before Leon and Claire's adventures in Resident Evil 2. As Jill Valentine, member of the S.T.A.R.S. police force and veteran from the first RE game, your objective is simple: Get the hell out of town. Soon the locale changes, and Jill finds herself inside the barricaded Raccoon City Police Department—the same as in RE2—but she's none the safer; here she faces the toughest monster in the RE series yet.







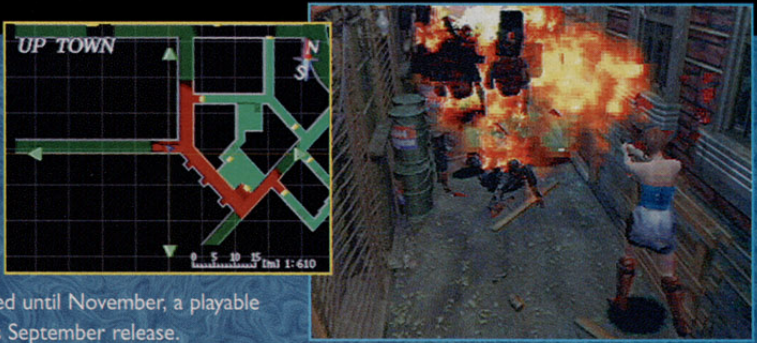


Jill Valentine (above) is caught in the throes of a death duel with "the chaser," the deadliest Resident Evil creature yet. Nemesis takes place 24 hours before and 24 hours after the events of Resident Evil 2.

"Somehow...I'm Still Alive..."

The monsters in the preview version are familiar menaces from the RE monster zoo—mostly zombies and dogs. The real surprise in Nemesis is a mutated mauler nicknamed "the chaser." This bad-ass titanic terror looks like RE2's Mr. X, but he's faster (he can run), tougher, and stronger, and carries a bazooka that he fires without mercy. Once he picks up your trail (constantly grumbling "stars" during pursuit), he doesn't let up, even chasing you from room to room. Strange how this thing knows Jill is a S.T.A.R.S. member, even though she isn't in uniform. Hmmm...

"We Have To Get Out of Here!"



Nemesis's hi-res pre-rendered backgrounds are loaded with details, like fires, broken hydrants, and squirming maggots. This time, however, the environments play a more important role than they did in other RE adventures. At one point, Jill is cornered by several zombies—a situation that's rectified by shooting a nearby oil drum, which blasts the zombies to pieces. New gameplay mechanics have been implemented, too, including a scalable map and the ability to use weapons while on staircases or to turn 180 degrees quickly. Although Nemesis won't be released until November, a playable demo of the game will be bundled with Dino Crisis for that game's September release.

JILL
EXIT
FILE
MAP

Will you take the Shotgun?
›Yes No

It's the [illegible] of Wesker: Captain of S.T.A.R.S.

The door is barricaded.

Medal of Honor

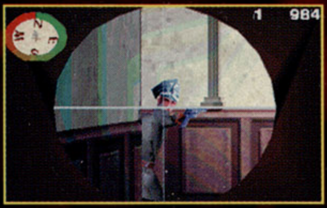
BY AIR HENDRIX

- Developed by DreamWorks Interactive
- Published by Electronic Arts
- Target release date: October

FIRST LOOK

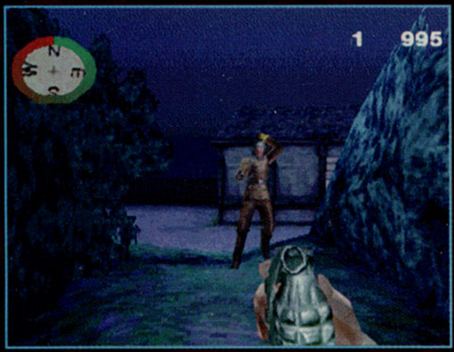
PLAYSTATION

Covert Ops

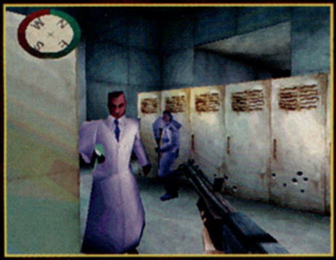


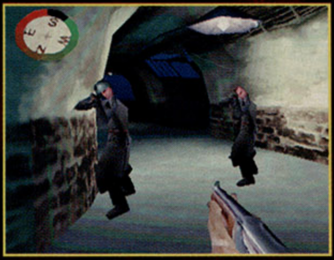
Medal of Honor's promising first-person espionage action goes down behind enemy lines during World War II. Playing as an agent for the OSS (the CIA's WWII predecessor), you tackle more than eight missions that span 30 levels in German-held territories. Multiplayer action won't be neglected: The game provides two-player cooperative or competitive modes and an interesting "hot potato" game with live grenades.

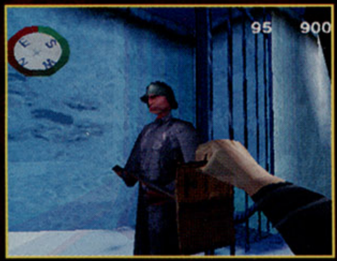
With the guidance of Steven Spielberg and the experts that helped bring *Saving Private Ryan* to life, the game overflows with historical accuracy. You'll fight with real WWII weapons (bazookas, Browning Automatic Rifles, and much more) to handle missions that actually happened during the war, such as taking out German V2 rocket bases, battling through the French hedgerows on D-Day, and sabotaging the atomic bomb research labs in Norway.

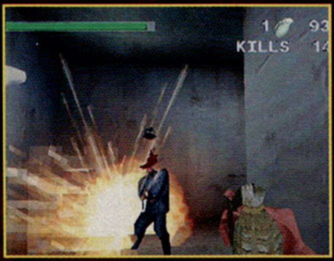


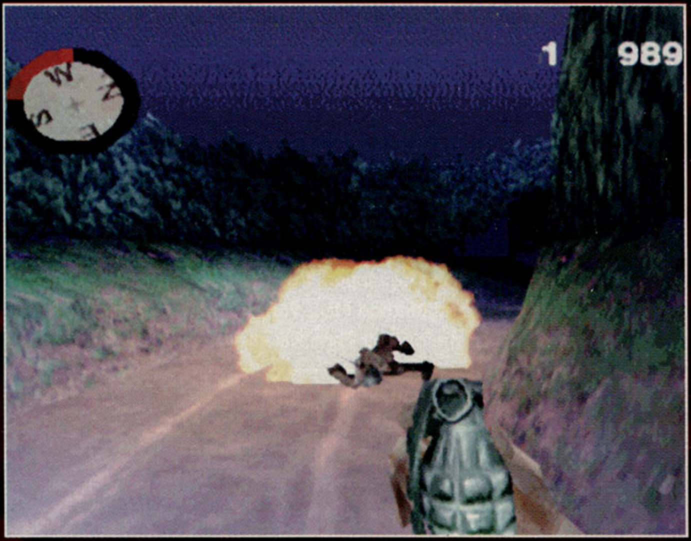
All the attention to detail really looks like it will bring the game to life. The Germans you encounter in the game actually speak German, creating a spooky immersive atmosphere. (If it's too much for you, you can switch to "bad American movie" mode where they speak English with corny accents.) And the eye-catching environments already sport great detail, including German soldiers wearing authentic uniforms, which only reels you in more deeply for what should be an absorbing experience.



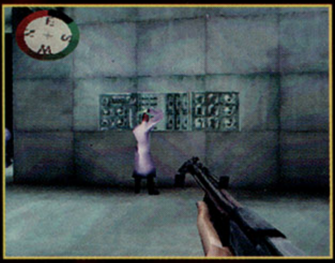


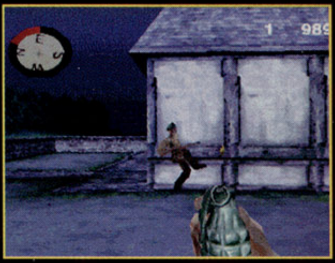






Set across a compelling World War II landscape, Medal of Honor's bringing the glory home to the PlayStation with some sizzling GoldenEye-style action.

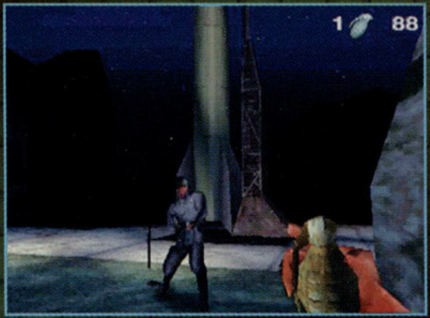




In Disguise

In fact, one of the game's coolest features is Disguise mode—in some levels, you'll try to sneak your way through enemy territory by donning a German uniform and showing German I.D. papers on demand. The result will be a fresh take on the stealthy action that was popularized in Metal Gear Solid and Syphon Filter, but with an added layer of depth: If you use your papers too often, enemies will wonder why you don't speak and will grow suspicious, eventually sounding the alarm.

The German soldiers are designed with other forms of innovative A.I. For example, if you chuck a grenade at them, they'll kick it away or, time permitting, pick it up and lob it back at you. As long as DreamWorks keeps all its grenades in the air during the final phase of development, Medal of Honor should shape up into one of this fall's top action/adventure titles.



Wu-Tang: Shaolin Style

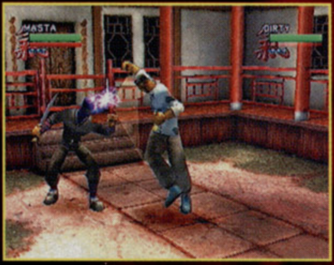
BY SCARY LARRY

- Developed and published by Activision
- Target release date: Fall '99

FIRST LOOK

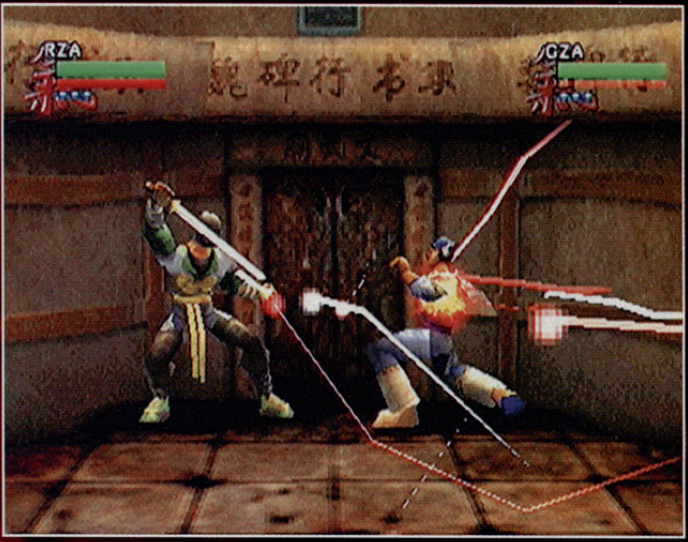
PlayStation

IT'S A TANG THANG

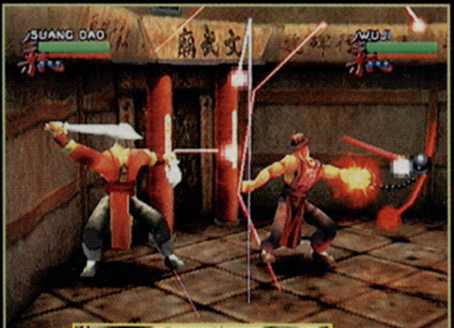


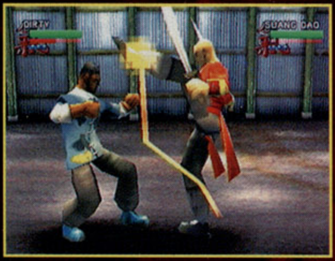
What happens when you take one of the most controversial rap groups of the decade and pair it with one of the most controversial games of the decade? Find out as Activision takes Thrill Kill and adds the attitude and style of the Wu-Tang Clan.

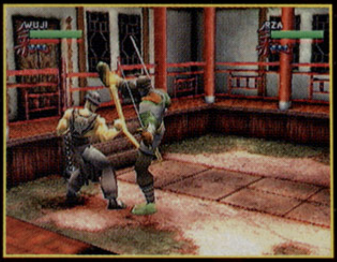
That's right—all your favorite rappers from the Clan are here, including RZA, Ol' Dirty Bastard, and Method Man, along with a crew of others. And yes, Activision has taken the original Thrill Kill engine, done away with some of the raw edges, and used the remaining core to create Wu-Tang: Shaolin Style. So what you should get is one hard-ass tough-hitting fighting game that's better than the original Thrill Kill in scope and depth, yet retains a brutal and sometimes controversial flavor.



Get ready for a little flava in ya fighting. The Wu are on the loose in their very first fighting game, Wu-Tang: Shaolin Style–it'll make sure no one kills the thrill.

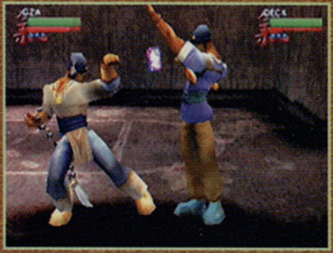


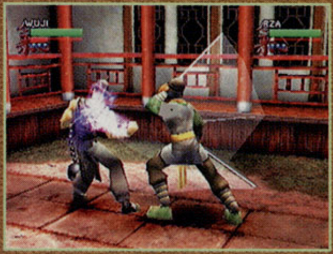




NO BUSINESS LIKE SHAO BUSINESS

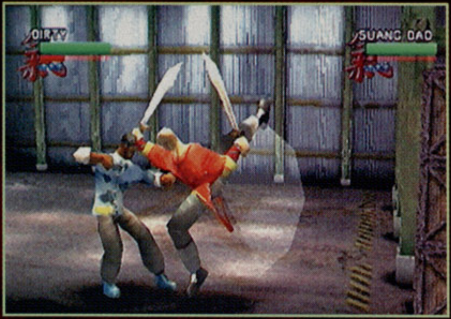
Each of the Wu-Tang has their very own style of fighting, which follows the traditional Shaolin style while incorporating elements of rap into each fight. Inspectah Deck, for instance, strikes with his fingers at strategic locations on an opponent's body, then recoils and quickly strikes again, while GZA uses a microphone attached to a lethal chain to wield the "liquid sword"—a metaphor for the power of words. Indeed, the only word you'll be able to utter if GZA is on his mark is "ouch."

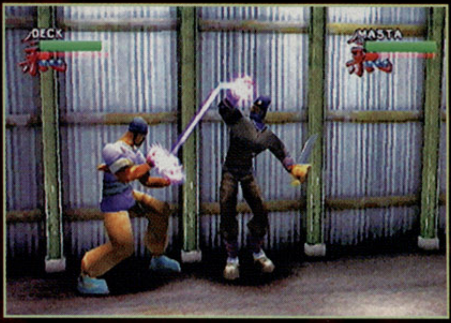


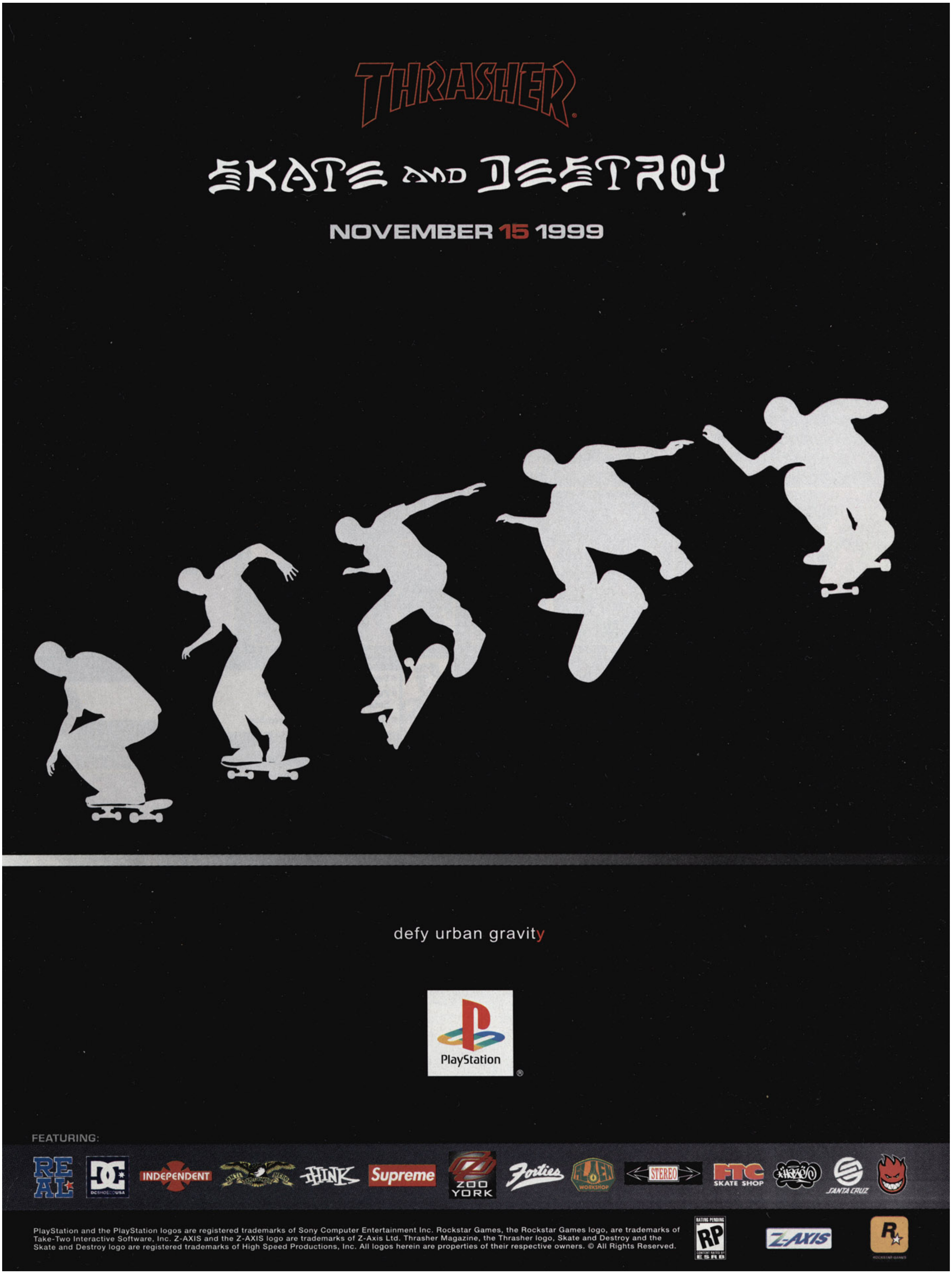


A VIEW TO A THRILL KILL

Even if the Wu-Tang were not attached to this game, you would still have a very cool fighter on your hands—and with the thematic musical styling of the Clan in the background of each fight, your ears will also be treated well. The graphics have definitely been improved since the original Thrill Kill (see "Sneak Previews," October '98), and the moves are faster, more accurate, and less defensible, which means the fighting engine has also been greatly enhanced. Wu-Tang takes traditional Shaolin and adds lots of style for you this fall.







THRASHER

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NOVEMBER 15 1999

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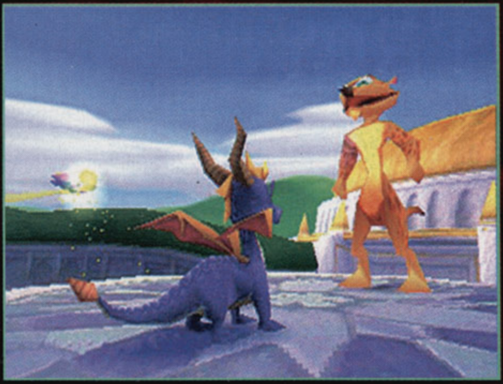
Spyro 2: Ripto's Rage

BY BROTHER BUZZ

- Developed by Insomniac Games
- Published by Sony Computer Entertainment America
- Target release date: November

PlayStation

FIRST LOOK



When last we left Spyro the Dragon, the spunky little fire-breather had vanquished Gnasty Gnorc and rescued the dragon families. In Spyro 2, he's on his way to a well-deserved Gnorc-less vacation—when he's shanghaied by the denizens of Avalar to save them from Ripto, a very evil dude. Now Spyro has to burn and head-butt Ripto's horde through 30 levels of 3D action/adventure gaming.

Spyro will retain the impressively smooth movement he showed off in the original title; plus, this game will be seriously souped-up. Spyro will meet a menagerie of creatures this time, such as the Bone Builders and the Landlubbers. Moreover, challenges will be tuned for all skill levels, and though each level will have a primary goal, they'll also have at least two secondary goals for hardcore dragon tamers. For example, you might have to retrieve gems stolen by the Bloonie Lizards to beat a level, but you'll also be able to play a match of one-on-one Bloonie hockey to earn advanced power-ups. Little Spyro the Dragon looks bigger than ever this time around.

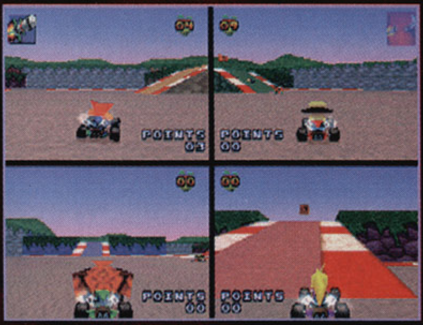
CTR: Crash Team Racing

BY BROTHER BUZZ

- Developed by Naughty Dog
- Published by Sony Computer Entertainment America
- Target release date: November

PlayStation

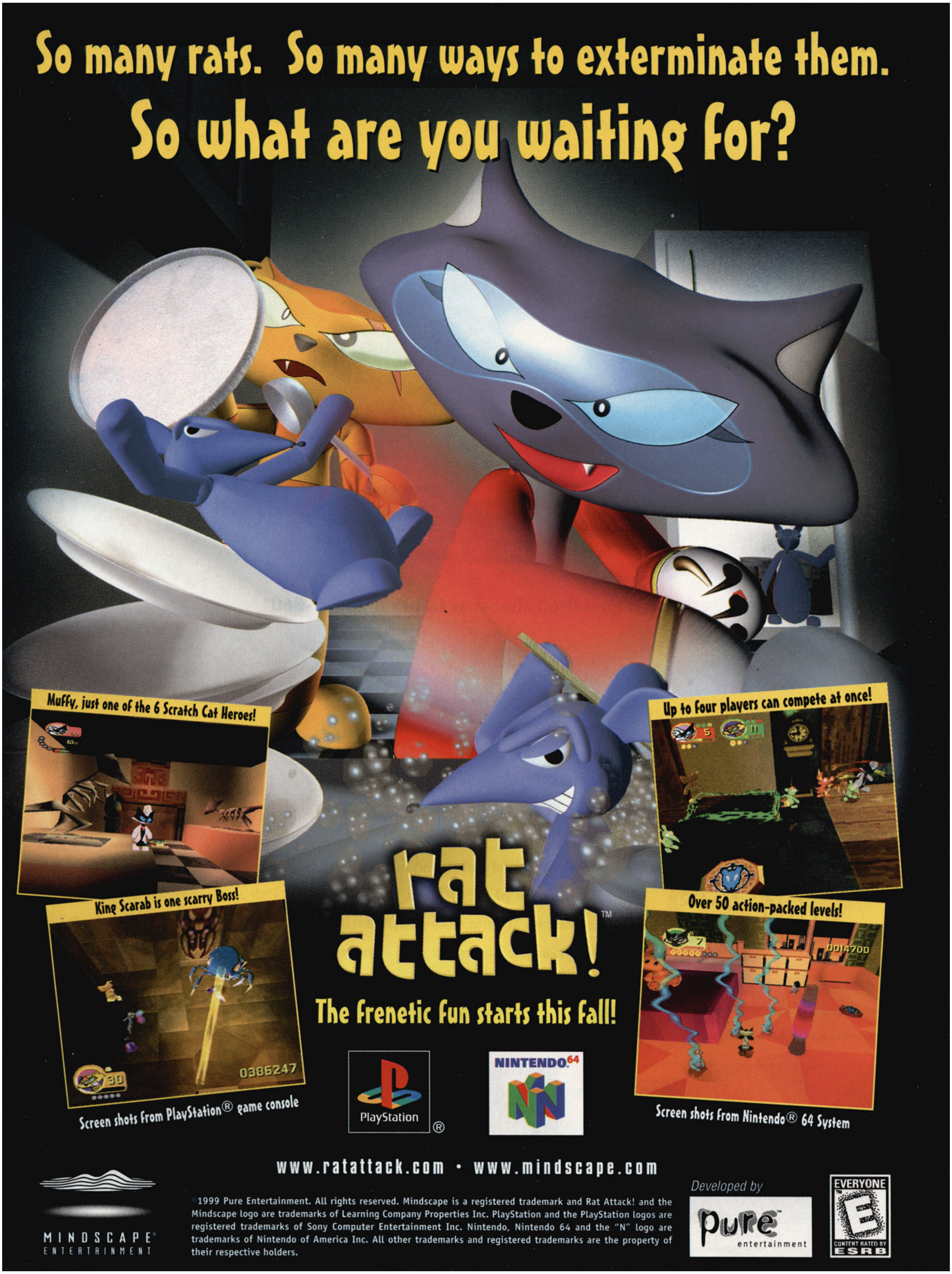
FIRST LOOK



Where do you go when you're one of the most popular video game characters of all time? If you're Crash Bandicoot, you head for the track—the go-kart track, that is.

Look out, Mario Kart, Crash has his driver's license for a wild and crazy racing game, a total switcheroo from the original Crash games. Crash, with both his friends and enemies, will drive through 16 tracks (shhh, there are also 2 secret tracks) and 7 bumper-busting battle areas. Plus, you can choose your favorite Bandicoot buddies (like CoCo) or baddies (such as Dr. Neo Cortex) for head-to-head racing in split-screen mode, or you can participate in four-player races with the multitap.

CTR's coolest racing feature will be the ability to bust vicious powerslides through turns, creating temporary turbo power for your go-kart. If you fire turbos at just the right time, you'll zoom by the competition. Graphically, the new heavy-duty game engine can run eight racers onscreen at any time—and in the preview version, they looked gorgeous. Crash Team Racing is just waiting for the starter's flag to deliver kart-crashing action.



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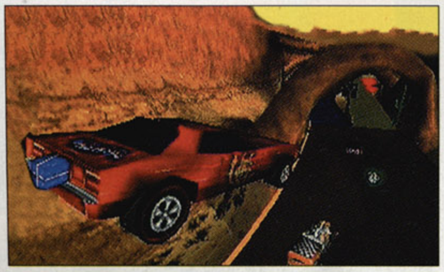

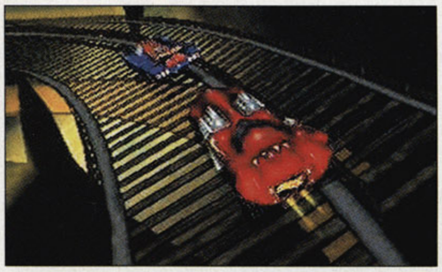

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WWF Wrestlemania 2000

BY THE ROOKIE

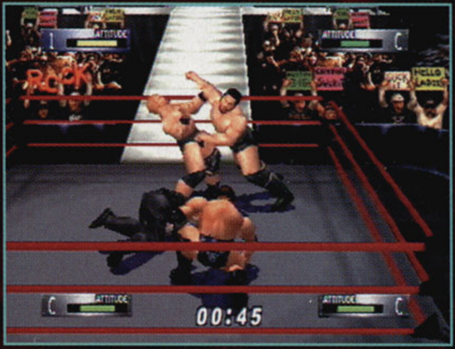
- Developed by Aki
- Published by THQ
- Target release date: November

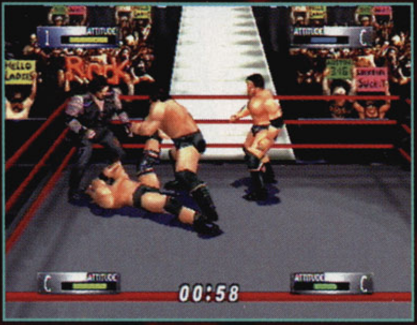
FIRST LOOK

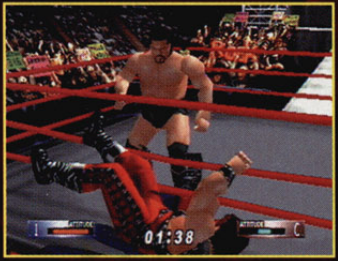
Nintendo 64

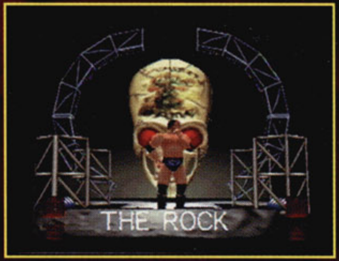
After a hugely successful run with the WCW license, THQ has scored a major deal that'll take the WWF into the new millennium—starting with WWF Wrestlemania 2000. Boasting more features than there are jabronis in the stands, Wrestlemania 2000 is looking to pack in all your wrestling favorites, such as Stone Cold Steve Austin, The Rock, The Undertaker, Triple H, and others—each with their own signature moves to do battle in every type of match. Wrestling crazies will be treated to such fisticuffing forays as King of the Ring, First Blood, 3-Way, and Cage matches. And that's just for starters.

Aki (the developer) is also looking to include numerous extras, including a create-a-wrestler feature that enables you to assemble your own phenom: You'll adjust facial and body features, add tattoos, choose clothing, and much more. Plus, you'll be able to tweak your wrestler's attributes, such as their strength, speed, stamina, and so forth; assign their moves; choose who they'll feud with, and so on. Whether you're down with the Corporation, or just one of the millions of roody-poohs, you're going to want to watch for more on this sure-to-be-hot title in future issues of *GamePro*.









BattleTanx 2

BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: November

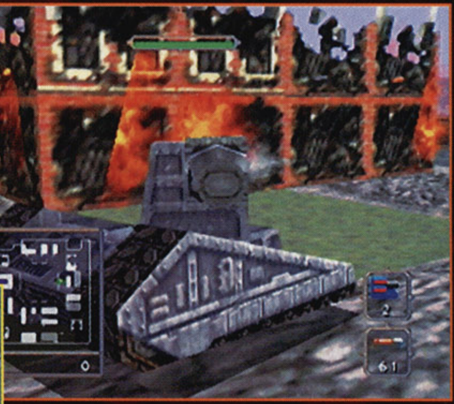
FIRST LOOK

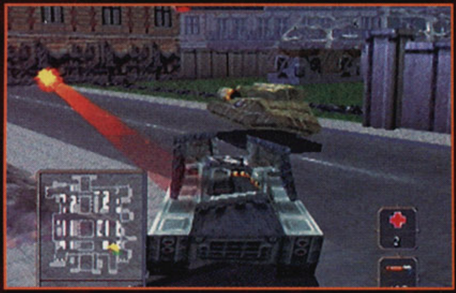
Nintendo 64

BattleTanx's hard-hitting tank action returns with brand-new vehicles, bigger explosions, and more gameplay modes. While its story line is still unclear, what matters is that you'll fight your way through intense battles in a war-torn world.

Besides maneuvering the M1A1 Abrams and Goliath Rail, you'll now be able to control tanks that hover and destroy buildings with a single shot. Each war machine can be equipped with an array of weapons, including mines, flamethrowers, and automatic gun turrets. There'll also be teleportation and turbo boost power-ups that allow for quick escapes from tight situations.

Of course, the highlight of BattleTanx 2 will most likely be its popular multiplayer deathmatch mode in which you nuke it out with up to four friends with the latest in tank warfare, erasing the very definition of "friendly fire." If the excessive fog effects and troubling controls found in the first BattleTanx are remedied in this sequel, there could be plenty of destructive action coming your way.





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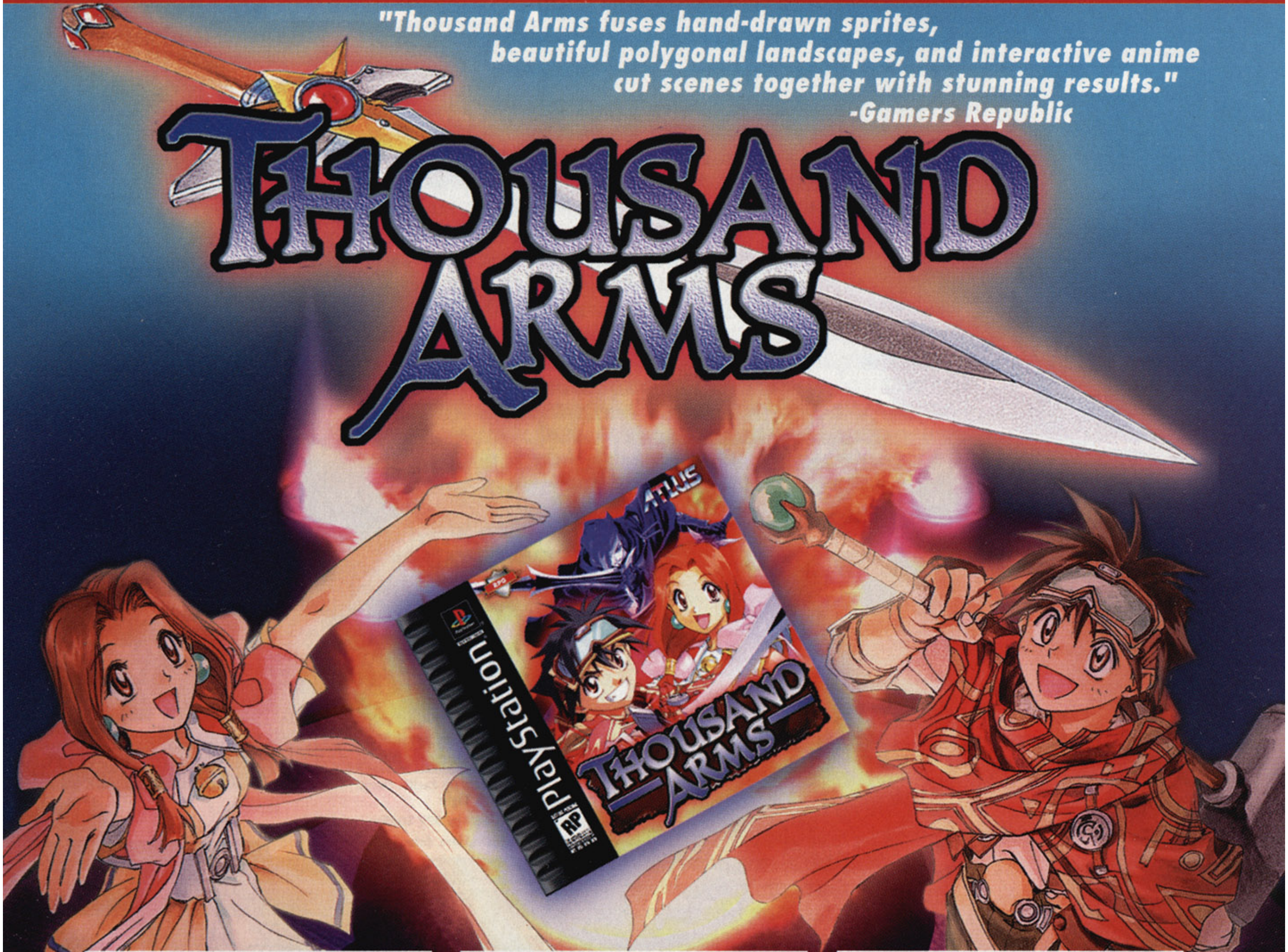
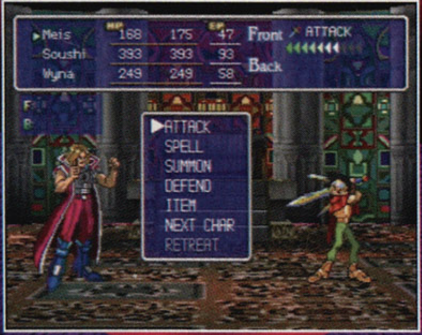
THOUSAND ARMS





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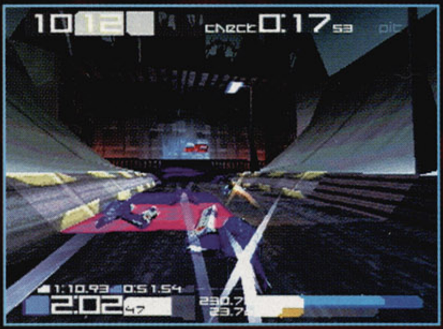
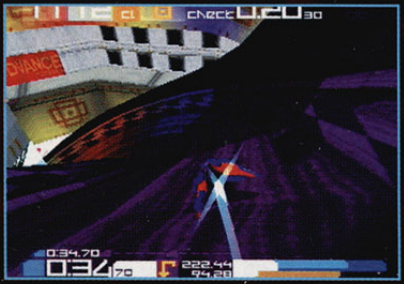
Wipeout 3

BY THE ROOKIE

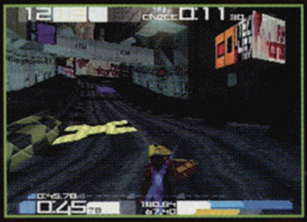
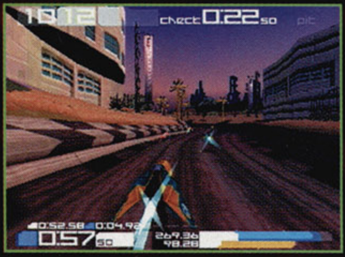
- Developed and published by Psygnosis
- Target release date: Winter '99

HANDS-ON

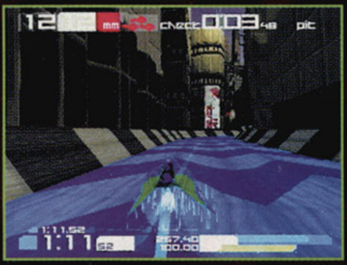
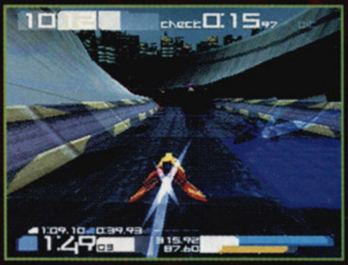
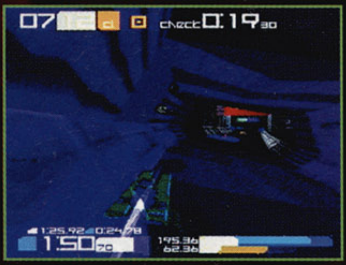
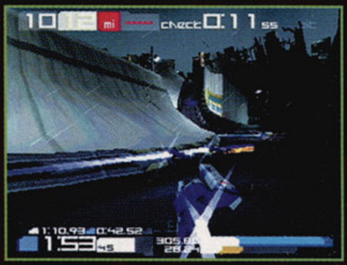
PlayStation

After a three-year hiatus, the Wipeout franchise is finally making its return to the PlayStation with Wipeout 3, which promises to be just as intense as its futuristic-racing brethren, sporting more of what fans want while retaining the flair and style that made the series a huge hit. Wipeout 3 turbos off the starting line with eight new highly detailed tracks set in the customary futuristic cities. Psygnosis is also adding all-new craft designs for three new teams, bringing the count to eight (including the five teams found in Wipeout XL).

The best news for Wipeout fans is that the frame rate for WO3 is already supersonic with hardly any pop-up. Furthermore, the racing environments are taking shape rather nicely, featuring such familiar sights as towering panda bears and neon signs. Other scheduled highlights include Tournament, Challenge, and Deathmatch modes; two-player split-screen action; dual analog support; and 12 weapons: 7 new and 5 of the best from Wipeout XL. If Psygnosis survives the final shock wave, gamers will once again be in futuristic-racing heaven.

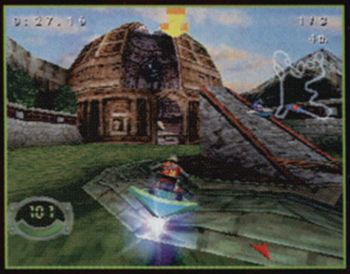
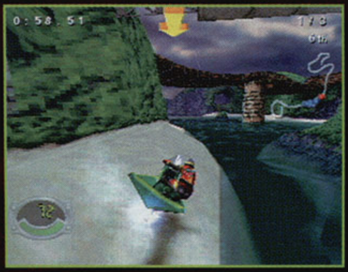
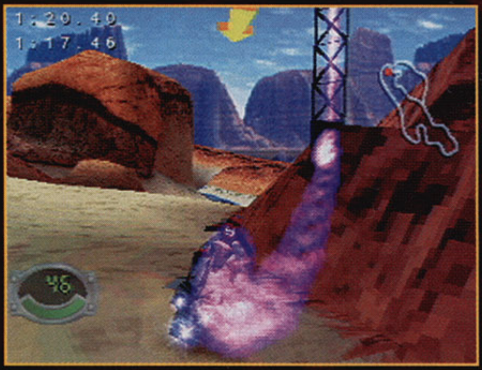
Jet Moto 3

BY MAJOR MIKE

- Developed by Pacific Coast Power & Light
- Published by 989 Studios
- Target release date: September

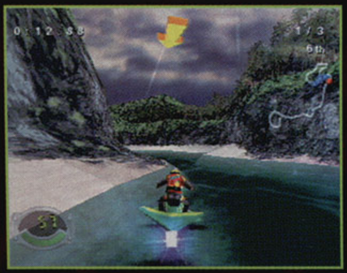
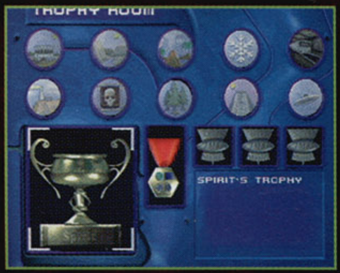
HANDS-ON

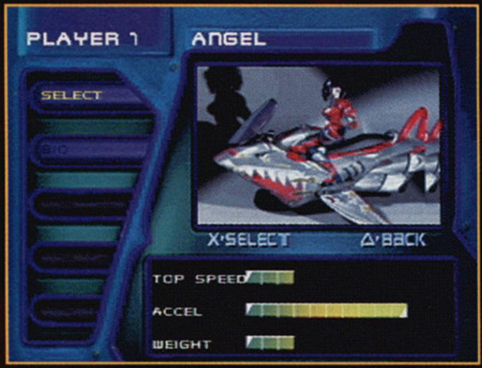
PlayStation

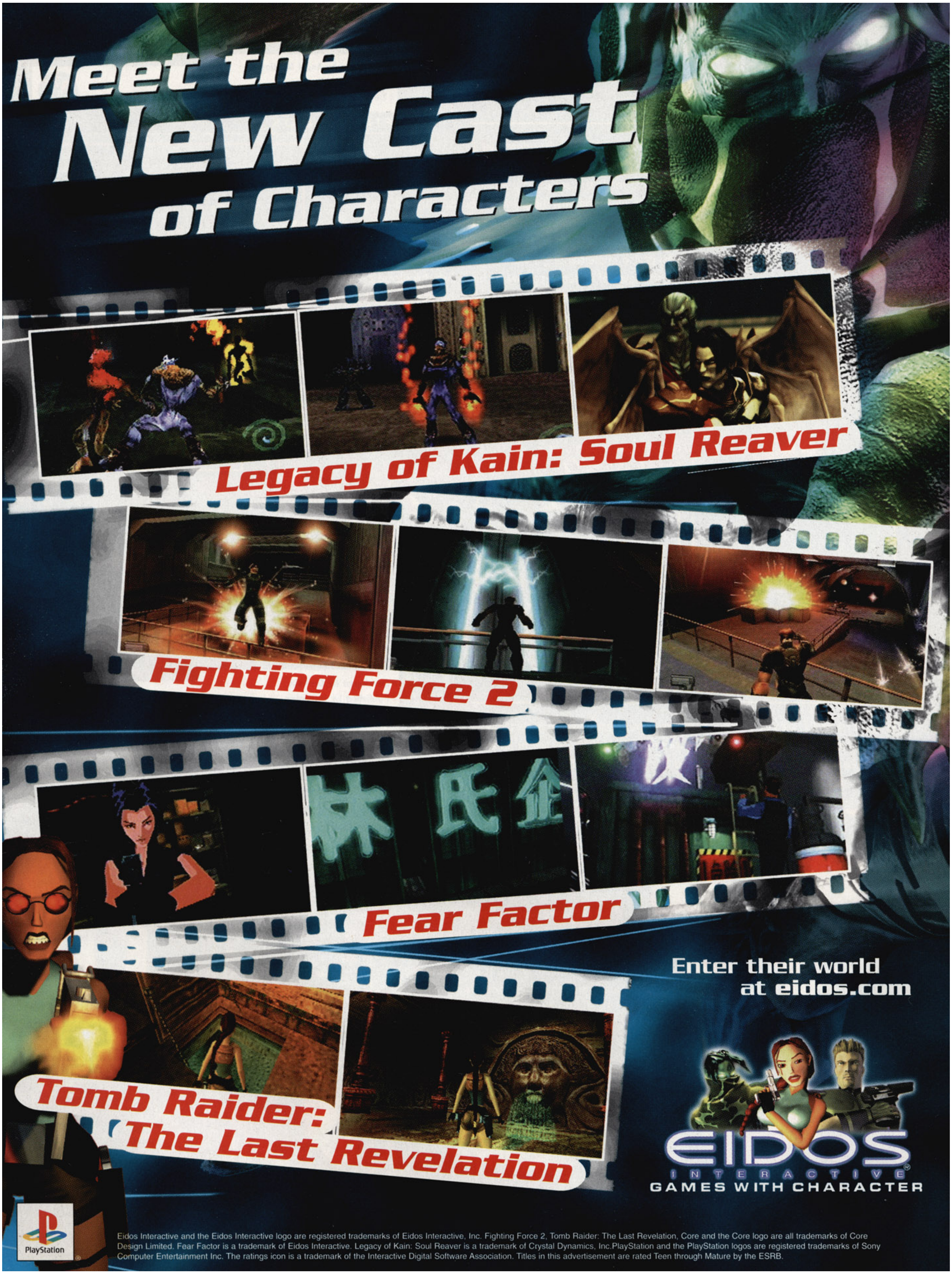




Jet Moto is getting ready to make more waves on the PlayStation with better graphics and more features than its mediocre predecessors. Jet Moto 3 features 11 hoverbike racing tracks loaded with shortcuts and multiple paths. There's also a coin hidden in each track—once you've collected 'em all, you'll unlock a hidden stunt mode.

In the preview version, Moto 3 looked sweet. The graphics blazed by with little breakup or distortion, and the track details shined. New play techniques also added to the fun, including air braking, vertical grappling, powersliding, and ditching your bike before crashing. You can also earn points by pulling off successful stunts; and you can put your winnings in a virtual trophy room. While the game controls were easy to pick up, the gameplay was almost too fast and twitchy—with all the twists and turns, it was easy to lose control and crash. Speed issues aside, Jet Moto 3 could be a strong contender to take top racing honors if 989 stays on track.

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Resident Evil 2

BY SCARY LARRY

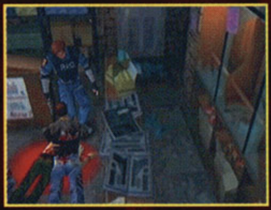
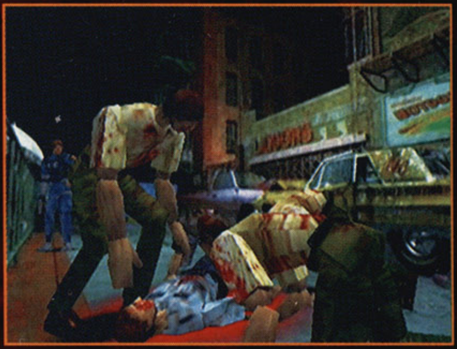
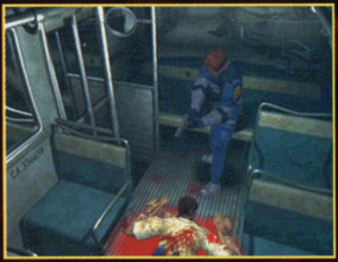
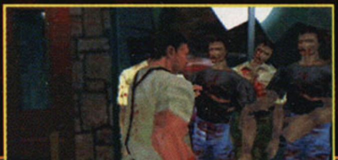
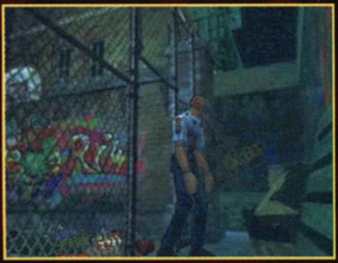
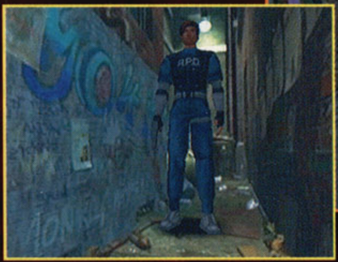
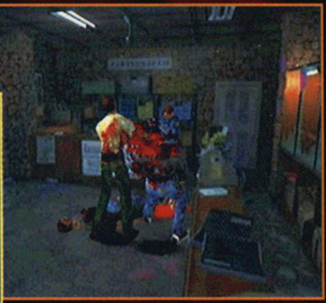
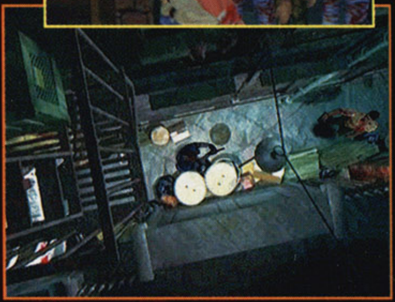
- **Developed by Angel Studios**
- **Published by Capcom**
- **Target release date: Fall '99**

FIRST LOOK

NINTENDO 64

IT'S FINALLY ON its way, and it was well worth the wait. Resident Evil 2 for the Nintendo 64 will bring back all the eerie environments, the tense gameplay, and the unadulterated zombie gore that made this series so popular on the PlayStation. Although still very early in development, the preview version showed lots of promise, sporting crisp, clean rendered backgrounds and sharp detail—the undead have never looked better.

Capcom is also implementing a violence and blood meter that allows you to set the level of violence to low or high, and the blood color to blue, green, or red. But it doesn't really matter because gameplay still focuses on solving puzzles and shooting zombies before they chomp on your neck. Even with the violence set to low, there are more chunks than in a Richard Simmons' aerobics class. All the original's levels, weapons, power-ups, and story-line changes are still intact, but things look better and run a little smoother on the Nintendo 64's engine. Capcom will even try to implement the full-motion-video movies from the PlayStation version. Things can only get deader…er, better from here.

Gekido

BY SCARY LARRY

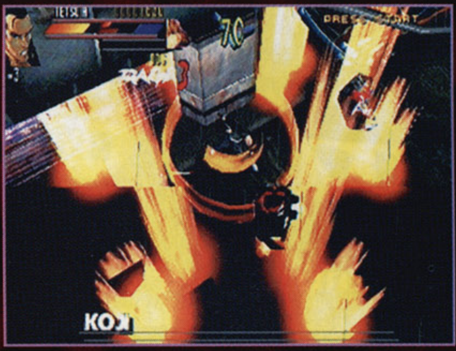
- **Developed by Gremlin**
- **Published by Interplay**
- **Target release date: November**

FIRST LOOK

PLAYSTATION

GREMLIN HAS DEVELOPED a platform fighting game that will certainly give Fighting Force fans a run for their money—Gekido is a beat-em-up that looks like a great cross between FF and Streets of Rage. The fighters link combos and clear the screens with super moves, adding some depth, refreshing speed, and exciting action to the genre.

You fight through the streets, warehouses, and industrial complexes of a massive metropolis while battling cyber-soldiers and their many minions (including some very mean German shepherds). Along the way, you utilize a ton of equipment that just happens to be lying around, such as boxes, pipes, tires, and even destructible cars that explode when you punch them. Although only two of the four characters were playable at this stage of development, they exhibited some speedy moves and cool throws. You could also quickly tap the buttons for some simple but effective button-mashing fun. It looks and feels like anarchistic joy, and it's coming soon to the PlayStation.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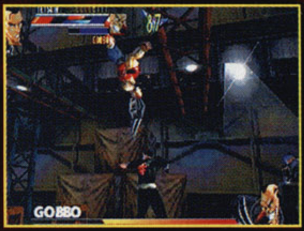

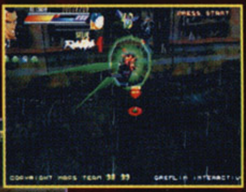
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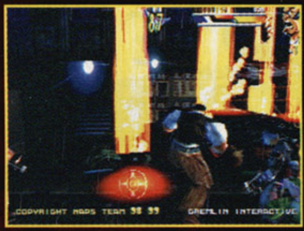
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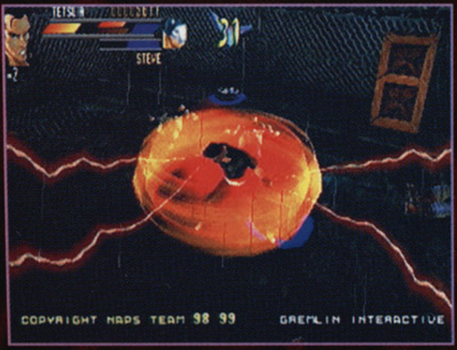
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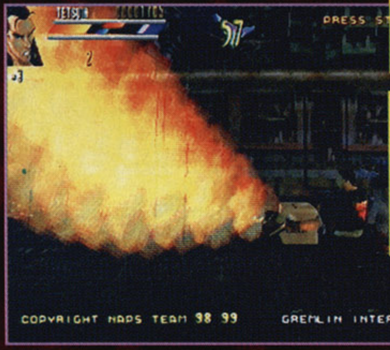
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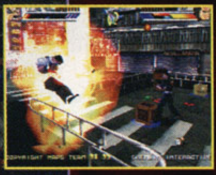
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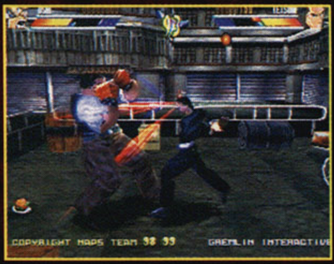
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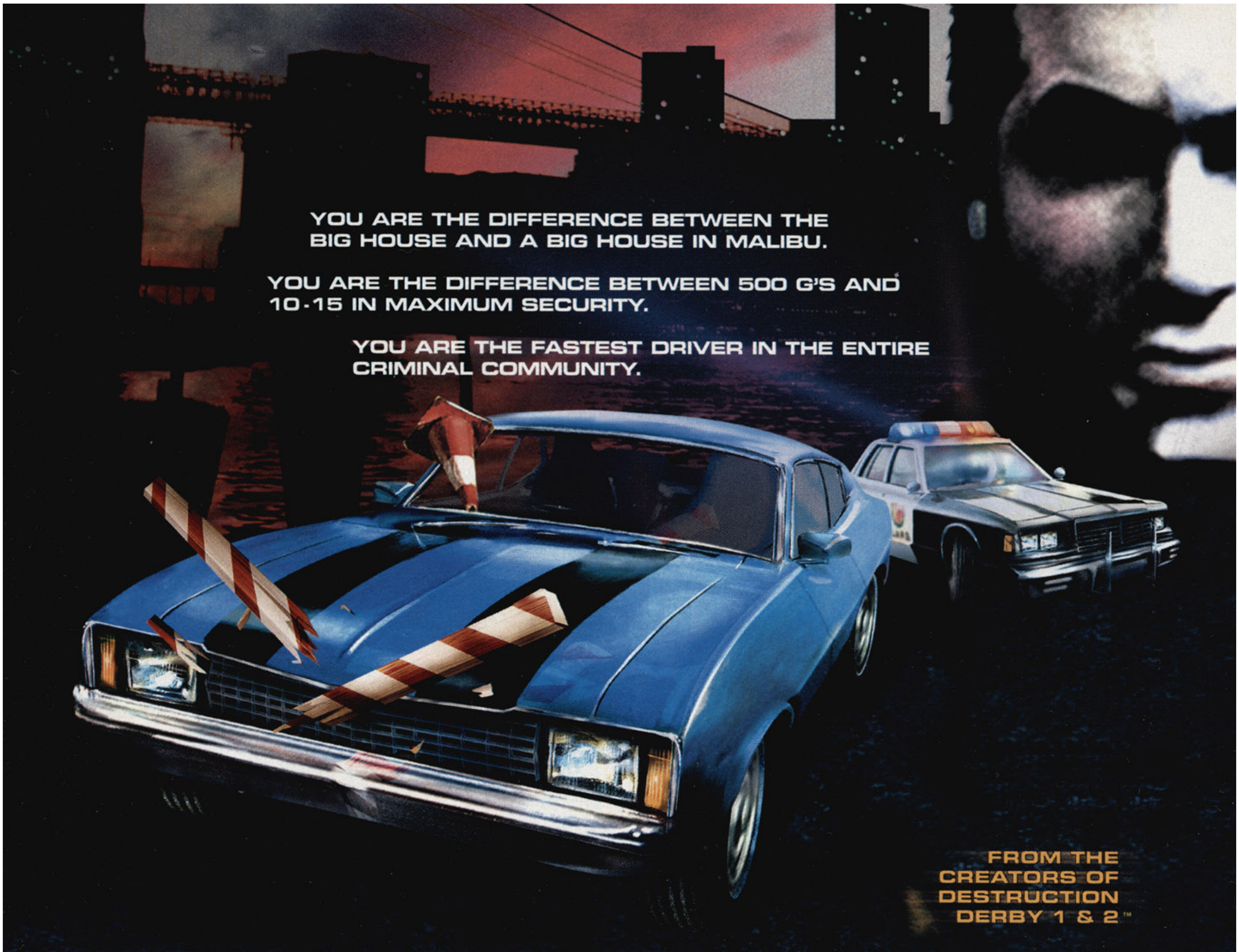

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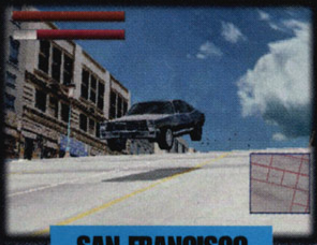

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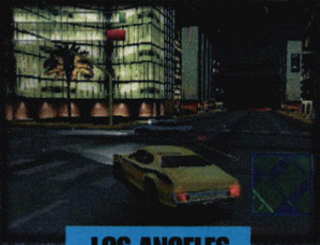
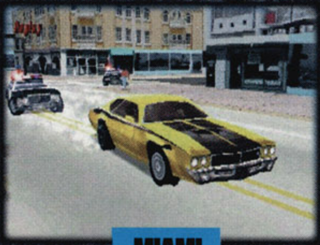


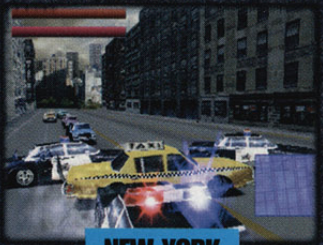
LOS ANGELES

No tracks. Just 4 sprawling urban downtowns from NY to San Fran.



MIAMI

Getaway through real pedestrians, traffic signals, traffic...and cops!



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REFLECTIONS INTERACTIVE

TEEN
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GT Interactive Software
www.gtgames.com

Shadow Man

BY SCARY LARRY

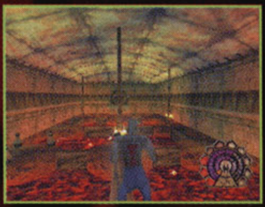
- Developed by Iguana UK
- Published by Acclaim
- Target release date: August

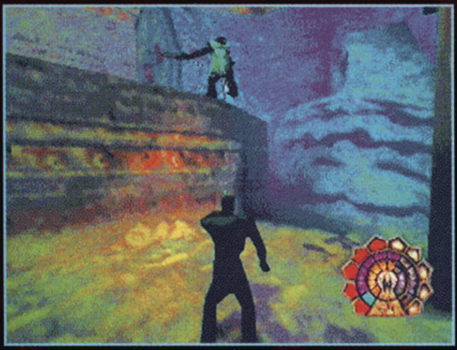
HANDS-ON

NINTENDO 64

IF CREEPY GAMES are your forté, Shadow Man should satisfy your wanton lust for the willies. Based on the Acclaim comic of the same name, SM follows the trials of Mike LeRoi, a literature grad turned deadly assassin, who possesses the power to alternate between the worlds of the living and the dead at will. Mike's job is to find and destroy the Asylum, a harbor for serial killers and psychotic fiends located in Deadside, the home of the undead.

Shadow Man offers gamers a variety of weapons, and in the 70 percent complete version that we played, shooting was the most appealing aspect of the game. SM's dark graphics are stylish, showcasing a host of creepy critters all just waiting to get their craniums removed. The colors need some work, though: It was hard to see enemies against the many backgrounds. SM's game speed was a little slower than Quake II's, but has not yet been optimized. Fortunately, most of the mechanics were in place—the game engine is solid. Shadow Man will cast its pall on store shelves in August.





Good afternoon. May I help you?

WCW Mayhem

BY SCARY LARRY

- Developed by Kodiak Interactive
- Published by Electronic Arts
- Target release date: Fall '99

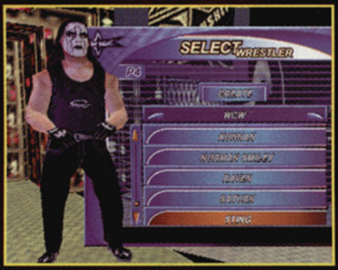
FIRST LOOK

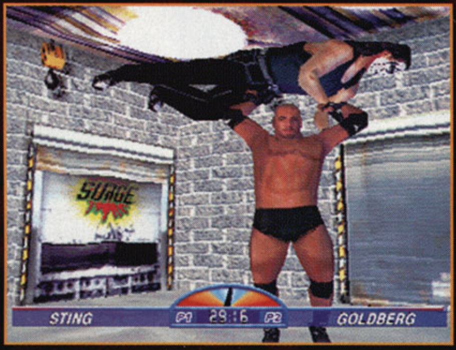
PLAYSTATION NINTENDO 64

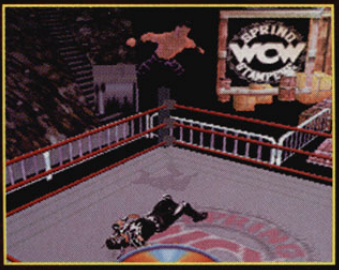
WHAT WILL SET WCW Mayhem apart from other wrestling titles this year? Maybe its muscle: Mayhem will feature over 50 wrestlers from the WCW, including all the heavyweights, such as Goldberg, Kevin Nash, Diamond Dallas Page, and Sting, to name a few. Kodiak Interactive (the developer) will try to re-create the adrenaline rush of real wrestling with such innovations as crashing into dressing rooms to continue fights or hearing a created wrestler's name announced by the commentary crew (which will include Mean Gene Okerlund, Bobby "The Brain" Heenan, and Tony Schiavone).

Mayhem will feature all 12 pay-per-view locales, along with the popular Monday Nitro and Thunder "squared circles." There will also be ring entrances tailored to each wrestler, crowd reactions to the fight, and a momentum meter to determine match outcomes. WCW Mayhem means business this fall on the PlayStation and Nintendo 64.

Note: All screens from the N64 version.

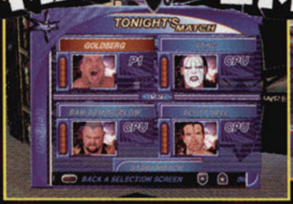


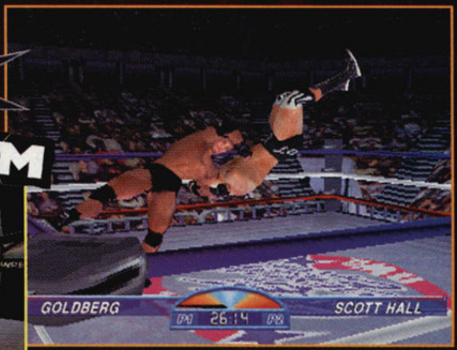




ACCESS STAFF
BUFF BAGWELL
P1
25:04
P2
MACHO MAN

DDP
P1
26:59
P2
BUFF BAGWELL





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CHOOSE YOUR TEAM VERY CAREFULLY.

This demon Skorne, fearing the power of the rune stones.

Face hordes of monsters, search for treasure, avoid traps, pick up magic.

WIZARD
1000
VALKYRIE
500
PRESS START
PRESS START

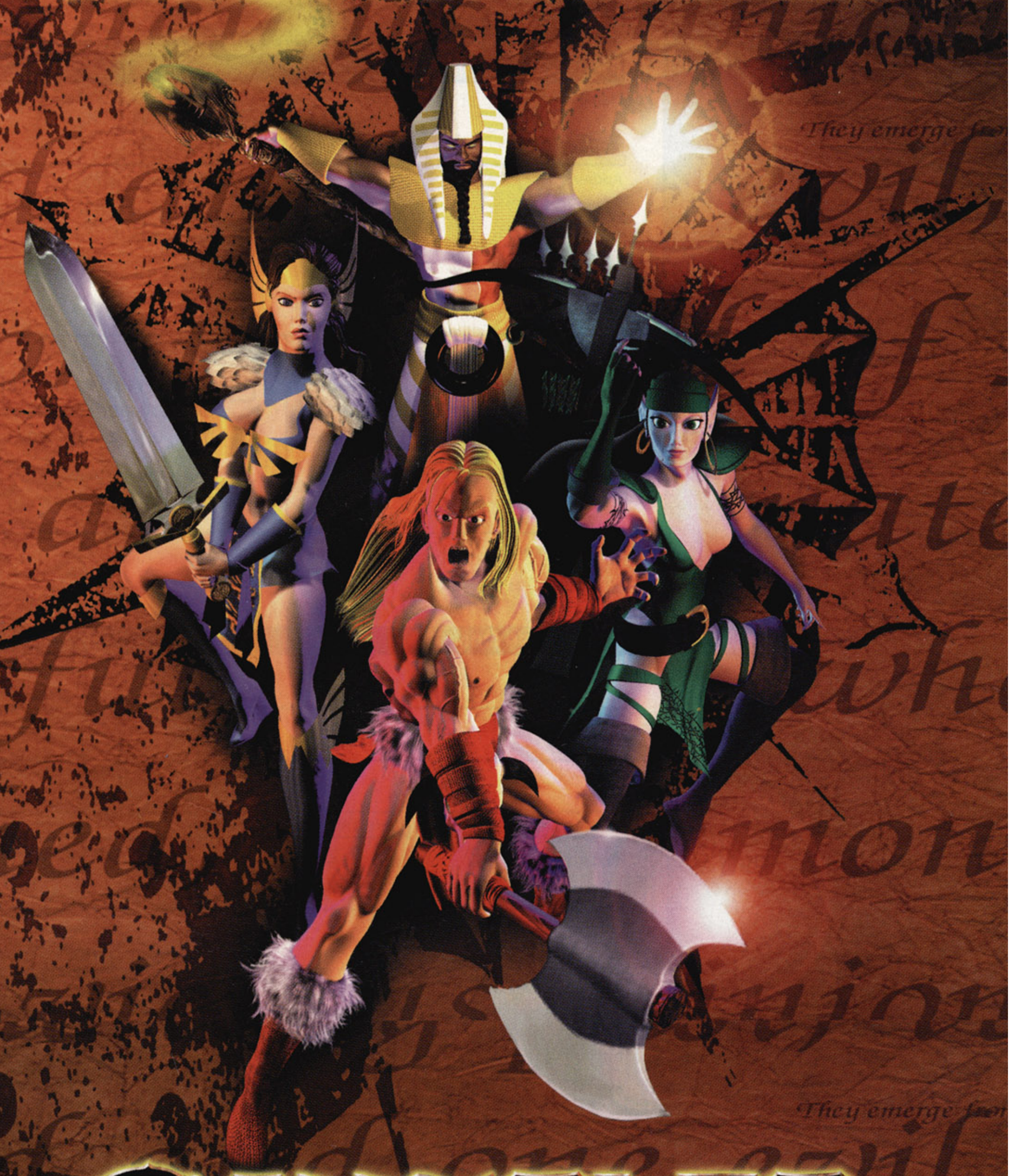
It's the arcade classic with all new power-ups and new bosses to defeat.

WARRIOR
51
PRESS START
WIZARD
632
VALKYRIE
105

Be the warrior, archer, wizard or valkyrie. Each with unique skills and powers.

WIZARD
381
VALKYRIE
306
PRESS START
PRESS START

It'll take more than you've got to defeat the forces of evil and reclaim the world. With Gauntlet Legends, the nonstop assault is so intense, you can't do it alone. The more players you team up with, the better your chances of defeating the most relentless enemies you've faced.



MIDWAY

GAUNTLET LEGENDS

PlayStation

NINTENDO 64

TEEN
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AGES 13+
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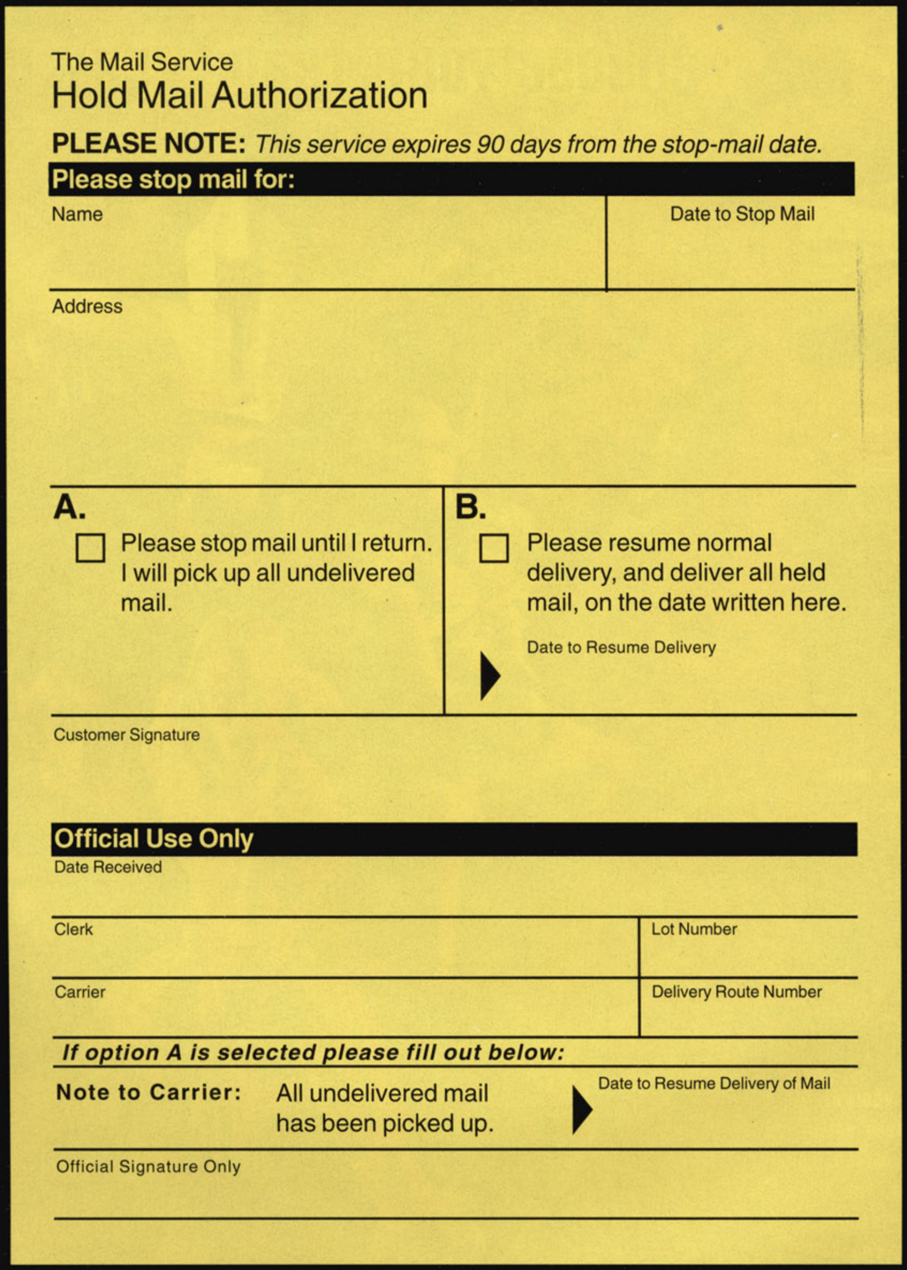

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Date to Resume Delivery ▶

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Carrier

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Star Ocean
THE SECOND STORY™

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Port Hilton

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, songwriting, and even cooking.

You will find yourself braving the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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Thrasher: Skate and Destroy

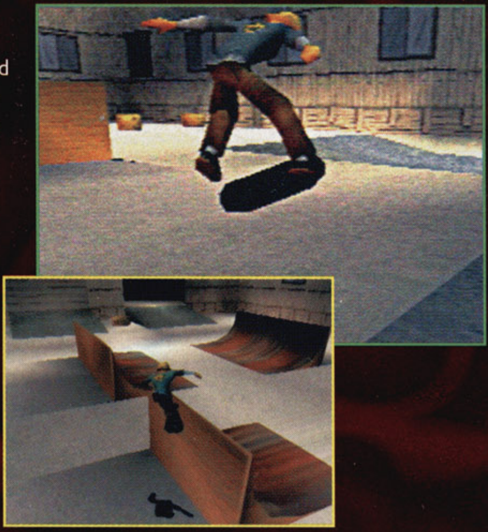
BY THE ROOKIE

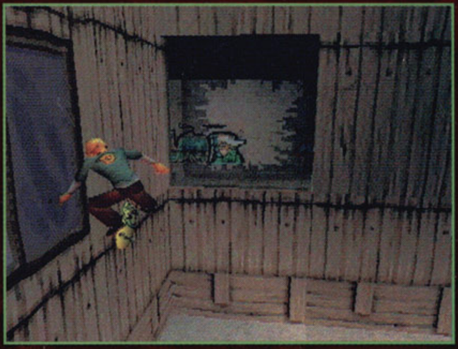
- Developed by Z-Axis
- Published by Rockstar Games
- Target release date: Fall '99

FIRST LOOK

PlayStation

GET READY, SKATEPUNKS and Boneheads, because Rockstar's about to get sick on the PlayStation with Thrasher: Skate and Destroy. Inspired by the legendary publication, *Thrasher Magazine*, Skate and Destroy will bring virtual skateboarding action home in its purest form. You'll shred it up as one of six skaters in 12 free-roaming, realistically designed environments around the world—such as the Embarcadero in San Francisco—to try to gain the highest trick-scores possible. If you have the skillz, you may even grace the cover of *Thrasher* as "Skater of the Year."





Unlike other boarding titles, Skate and Destroy looks to totally immerse you in the finer points of skating: Not only must you learn each trick (there are over 100) and correctly pull 'em off, but you'll also have to land them. If you bail, you may leave a little red on the curb. Plus, all the environments will feature interactive elements: You can set off car alarms, bust through windows, ollie over bums—you'll even have to run from cops armed with tazer guns if you stay too long in one area. Stay tuned to the pages of *GamePro* for more on this hot title.

Vigilante 8: Second Offense

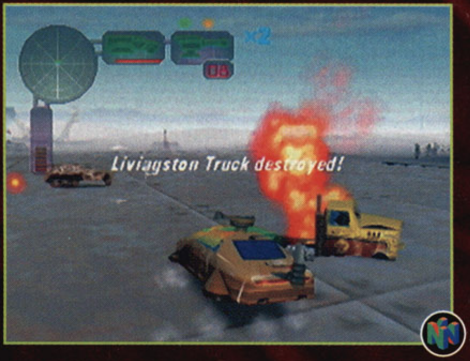
BY DAN ELEKTRO

- Developed by Luxoflux
- Published by Activision
- Target release date: October

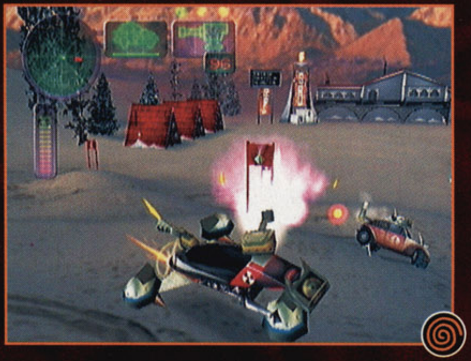
FIRST LOOK

PlayStation Nintendo 64 Dreamcast

THE SUPER-FREAKY, funk-filled car combat contest, Vigilante 8, returns with a full-blown sequel on no less than three consoles. Dubbed Second Offense, the new game's time-traveling story line merges '70s' muscle cars with future technologies like hoverpods and wheel-mounted ski treads. Eight V8 veterans return to battle 10 new characters in 12 arenas across the country, including a nuclear power plant and the Louisiana Bayou. The sequel sports a moon buggy, motor home, garbage truck, and more than a dozen other vicious vehicles. (Sadly, the school bus might not make the final cut due to concerns over youth violence.)

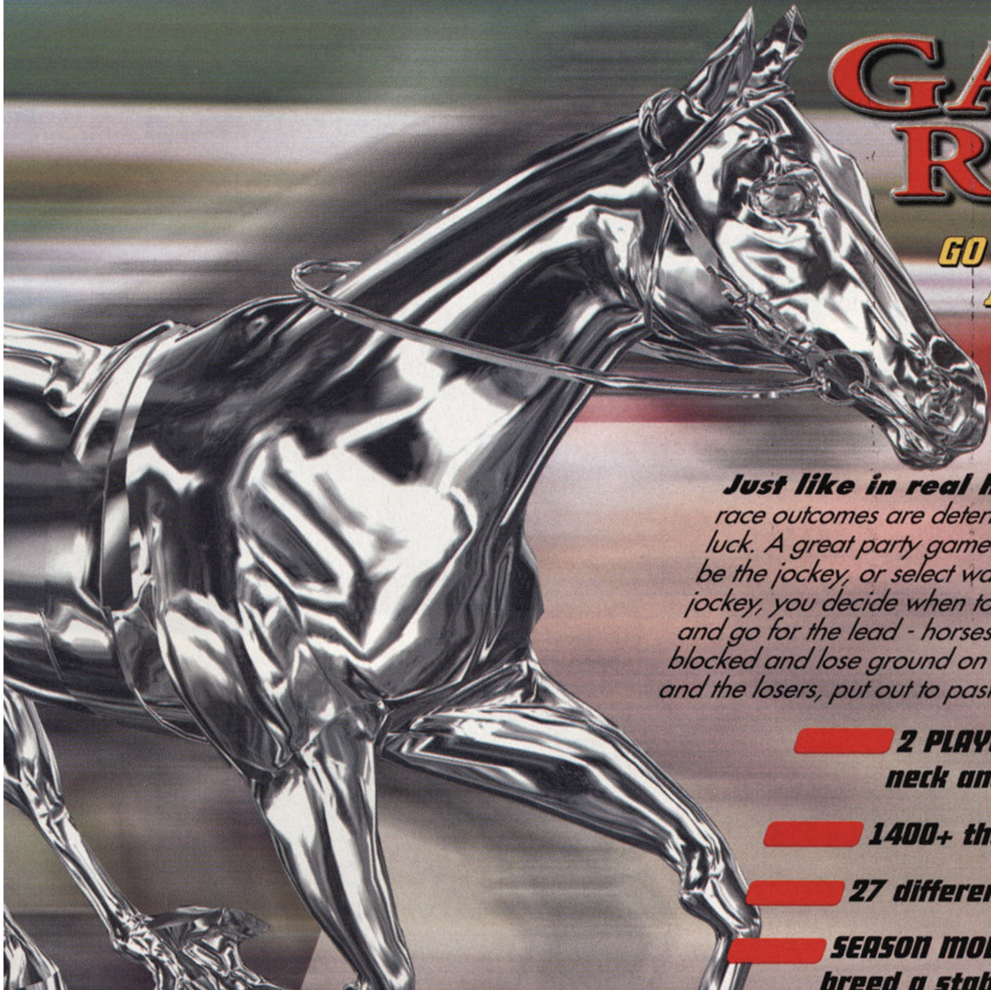


Graphics are in for a boost across the board with enhanced explosions and better details (like exhaust and brake lights), and the controls will be tuned a bit. Also, more attention is being paid to the single-player Quest mode by equipping it with larger levels and more interesting missions. Dreamcast and N64 owners will get a few extra gameplay modes as well as four-player split-screen action. Gamers get to take Offense this October.



Feel the Power, Feel the Pounding, Feel the Speed...

Feel the GLORY



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Just like in real horse racing, *no two races are alike: race outcomes are determined by racetrack, conditions, pack and luck. A great party game for players and spectators alike, you can be the jockey, or select watch mode, and be a spectator. As the jockey, you decide when to hold back, move inside, move outside and go for the lead - horses even change lanes, get bumped, get blocked and lose ground on curves. The winners are put out to stud, and the losers, put out to pasture.*

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POSITION
8/12
RECORD
TIME
Roxy's bone

POSITION
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WIN
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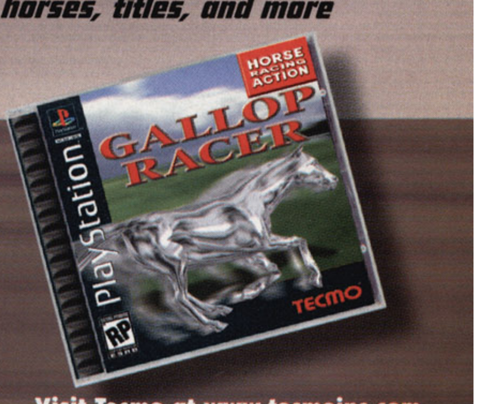
Big Dummy
TIME 2.31.3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PlayStation

RATING PENDING RP CONTENT RATED BY ESRB

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TECMO

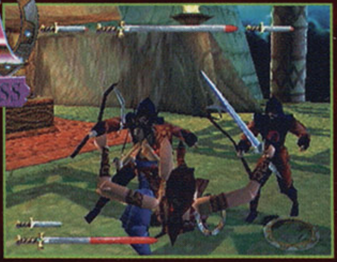
Xena: Warrior Princess

BY MISS SPELL

- Developed by Universal Interactive
- Published by Electronic Arts
- Target release date: October

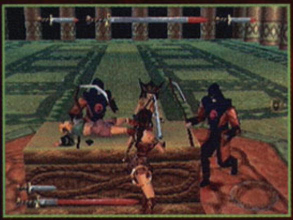
PlayStation

HANDS-ON

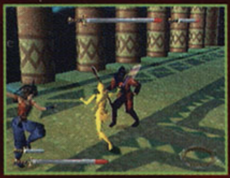


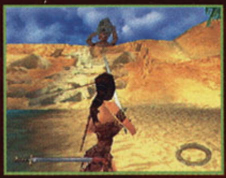
Can a warrior princess from ancient Greece take on the current PlayStation queen, the antiquity-loving Lara Croft? Could be—the early build of Xena: Warrior Princess features promising graphics and environments as well as challenging action/adventure gameplay.

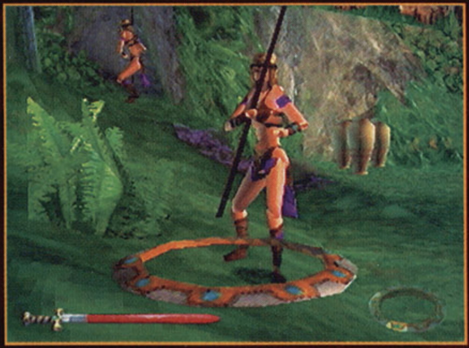
Wandering around ancient Greece smiting evil, you fight with or search for your spunky sidekick, Gabrielle. Over the 20-plus levels, you'll put Xena through her signature, slightly campy acrobatic moves—including the bicycle kick. The game's most impressive (and fun) feature is Xena's Chakram (you know, the razor-edged Frisbee): You can fine-tune its targeting to take out baddies from a distance and steer it mid-flight. The game isn't all hack-n-slash, though—some of the levels contain puzzles and collectible items.

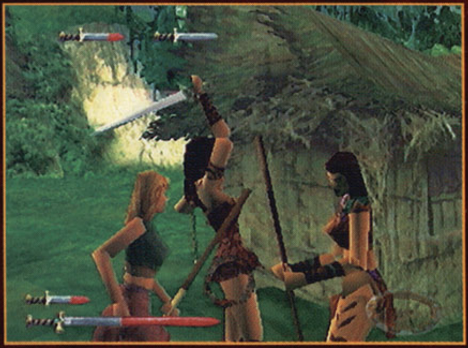


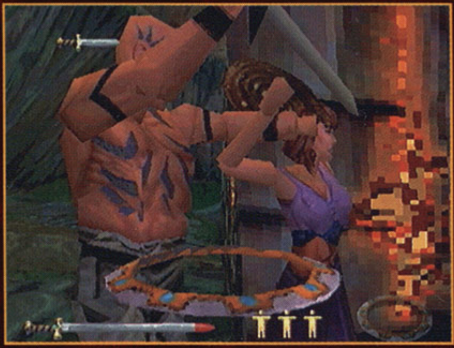
For the final version, EA promises to clean up the spastic camera, Xena's slightly jerky controls, and the inconsistent frame rate. But even with those problems, Xena seems ready to take all comers. In other words: Look out, Lara!











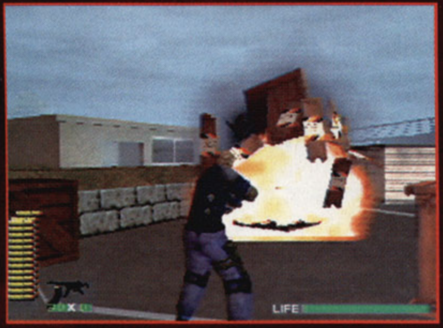
Winback: Covert Operations

BY MAJOR MIKE

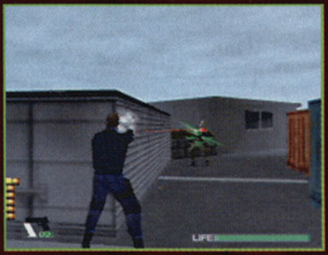
- Developed by Omega Force
- Published by Koei
- Target release date: October

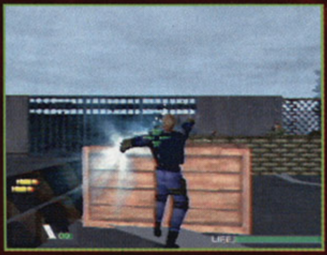
Nintendo 64

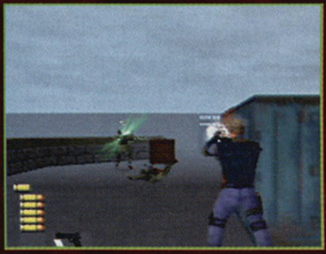
HANDS-ON

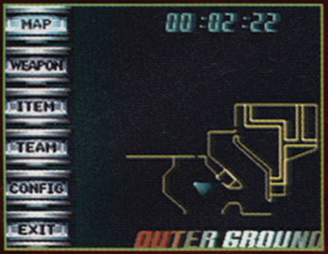


N64 owners looking to put some Metal Gear in their gaming diet will find Winback to be just what the doctor ordered. You play as a member of a commando group sent to stop a band of terrorists who are threatening the world with nuclear annihilation. Instead of requiring you to use run-n-gun trigger-finger reflexes, Winback makes you choose your targets carefully and wait for the right moment to strike; if you try and take all your enemies head-on, you won't last long. Why the deliberate pace? The enemy A.I. is amazing: Your foes duck for cover, call for reinforcements, and even get tagged by their own friendly fire.

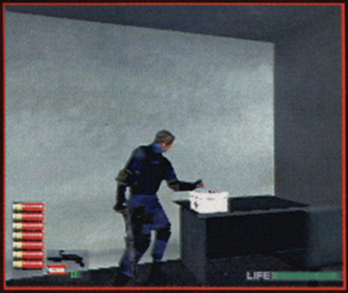


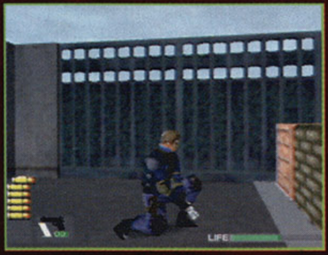


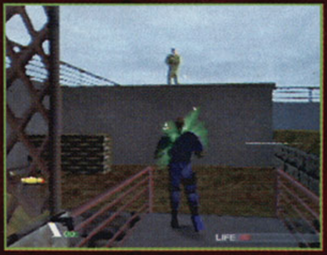




To aid you during your mission are several collectible weapons, including a shotgun, machine gun, rocket launcher, and plastic explosives. Even in preview form, Winback was an intense gaming experience. The controls were easy to master—after a few test runs, that is—but the camera angles needed some tuning. The graphics featured vibrant colors and engaging gunfire, but at times they were obscured by excessive fog. Hopefully, the game's sore spots will be addressed before Winback's October release.







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Road Rash 64

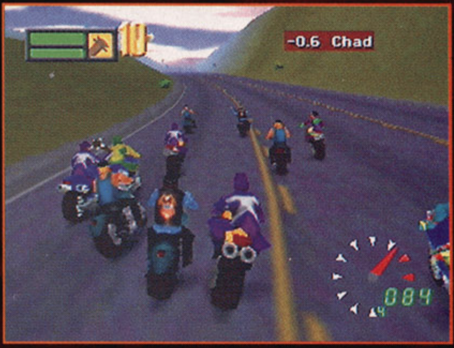
BY AIR HENDRIX

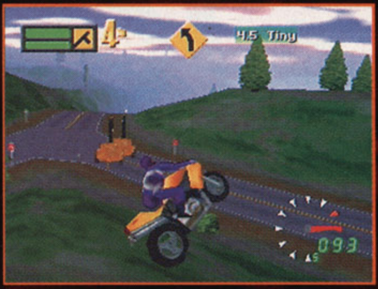
- Developed by Pacific Coast Power & Light Company
- Published by THQ
- Target release date: September

HANDS-ON

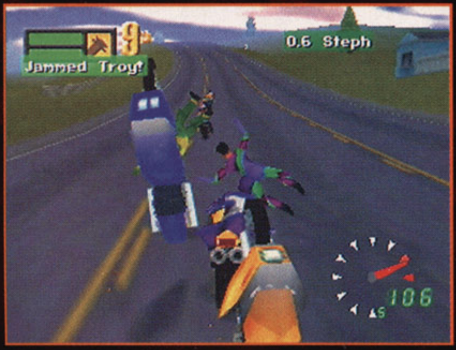
Nintendo 64

If you ever got bored of the racing half of Road Rash's classic combo of combat and motorcycle races, the series' first N64 version is going to make your day. Exploding at the seams with fights, Road Rash 64 is a frantic start-to-finish brawl that takes full advantage of the opportunity for multiplayer mayhem with two- or four-player split-screen action and new features such as a team race mode. Plenty of weapons, ranging from cattle prods to mace to monkey wrenches, keep things exciting, and the new "spoke jam" move is particularly cool—if you lean over with a club-type weapon, you can jam it between the spokes of your opponent's wheel and catapult them over the handlebars.





Of course, the cops enter the fray…but they can be clobbered just like all the other fools in the pack! Your performance and notoriety on the more than 180 square miles of tracks earn you invites into different biker gangs, and grudges between gangs keep things spicy on the roads. If the unfinished version we played had a flaw, it was the graphics, which had too much fog and a cartoony, youthful style that may turn off Road Rash pros. Still, Road Rash 64 has all the makings of a rowdy good time.



Too Human

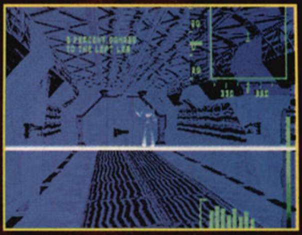
BY AIR HENDRIX

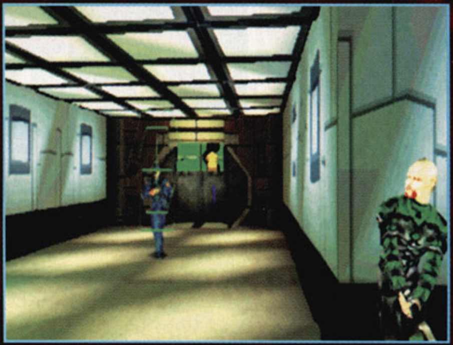
- Developed by Silicon Knights
- Publisher to be determined
- Target release date: 2000

FIRST LOOK

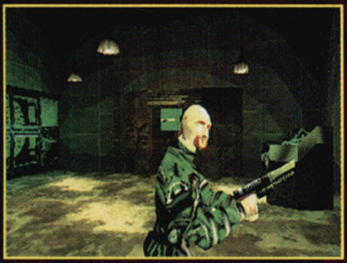
PlayStation

After parting ways with Crystal Dynamics, Silicon Knights, the development team behind Blood Omen: Legacy of Kain, is returning to the PlayStation with Too Human. A promising 3D action/adventure game, Too Human's set in the year 2450, a time when man and machine have become increasingly woven together, and the player will be able to cybernetically enhance himself so that he jumps farther, punches harder, and takes more damage. He'll even be able to replace body parts with weaponry.





Spanning four CDs, the game already sports alluring futuristic environments and interesting gameplay that mixes Tomb Raider–style exploration with a healthy helping of combat. While the puzzle-solving's a key element of the gameplay, there will be plenty of action with 12 weapons and gadgets like sniper scopes, nightvision, and so on. The game's still early in development, but if Silicon Knights can deliver the same magic that Blood Omen did, Too Human could be a title to watch for.



BY DR. ZOMBIE

- Developed by Stormfront Studios
- Published by Electronic Arts
- Target release date: October

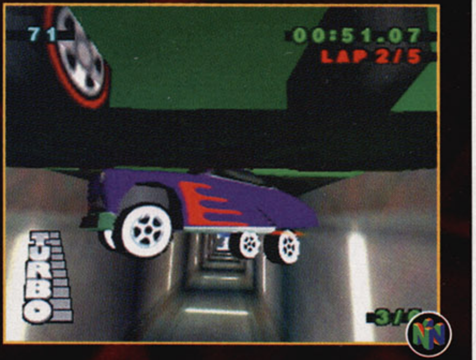
PlayStation Nintendo 64

HANDS-ON

Hot Wheels

ANY POSSIBLE SKEPTICISM about gratuitous licensing is blown away after punching the gas and doing your first double somersault flip in Hot Wheels. You can race solo or head-to-head with one of 40 classic Hot Wheels toys come to life, including Jet Threat, Mongoose, or the killer Red Baron. Next, you can place those classic cars on one of eight rockin', rollin' tracks packed full of loops, jumps, shortcuts, and unique challenges as you slam your car into the competition.

The key to this game's racing fun is hitting the turbos on ramps and pulling off insane tricks by flipping, rolling, and twisting your vehicle every possible way. On both systems, the tracks were well rendered, car mechanics were soft to the touch, and the soundtrack, which features shredding cuts by name groups such as Metallica, was pumping. Next to the N64 version, however, the PlayStation game's graphics were a little chunky and the controls weren't quite as smooth—but for preview versions, the prognosis is excellent for entertaining Hot Wheels fun!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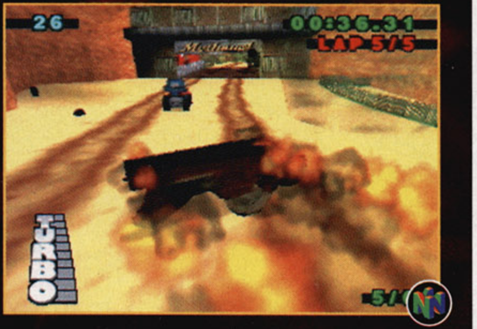
TURBO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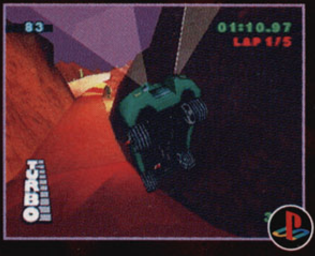
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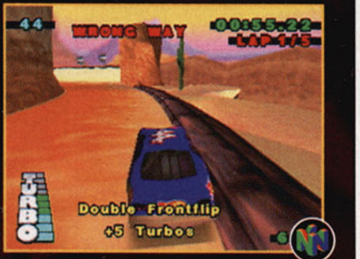
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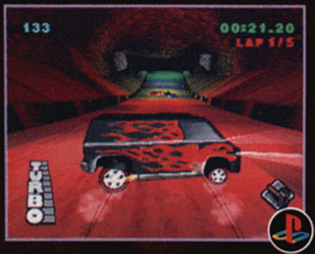
TURBO
Double Frontflip
+5 Turbos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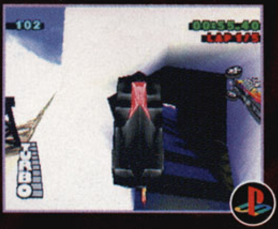

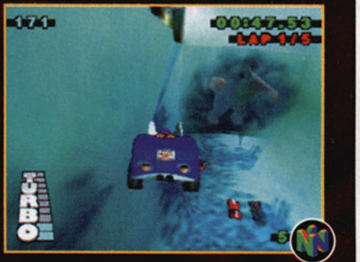
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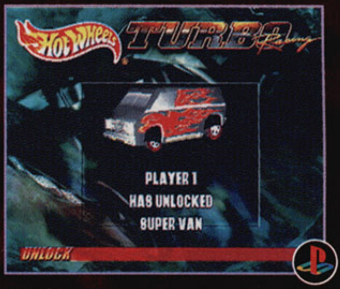
Hot Wheels TURBO Racing
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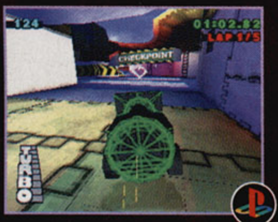
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CHECKPOINT
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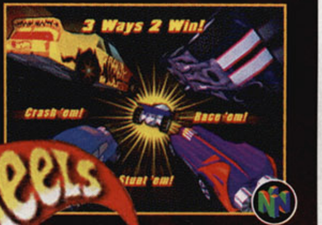
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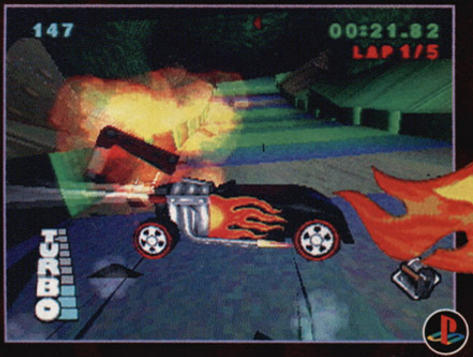
Crash 'em!
Race 'em!
Stunt 'em!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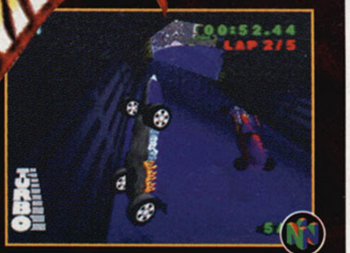
TURBO

Hot Wheels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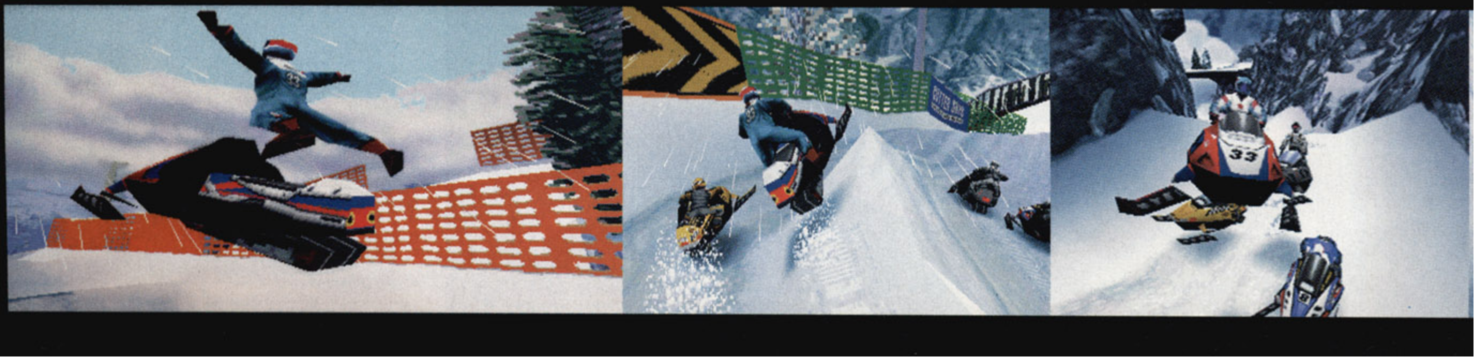
Heads up, nature boy



Sledneck *(above)* spoils summit conquest:

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admire the landscape and you'll be buried in it.

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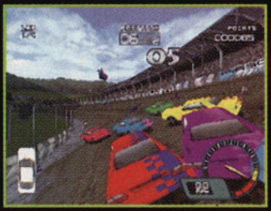
Demolition Racer

BY FOUR-EYED DRAGON

- Developed by Pitbull
- Published by Infogrames
- Target release date: September

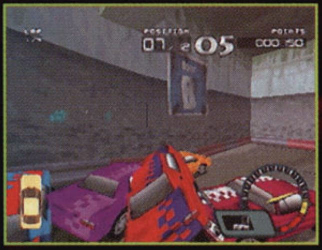
HANDS-ON

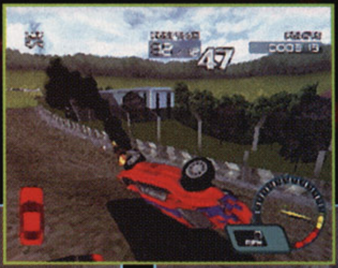
PlayStation

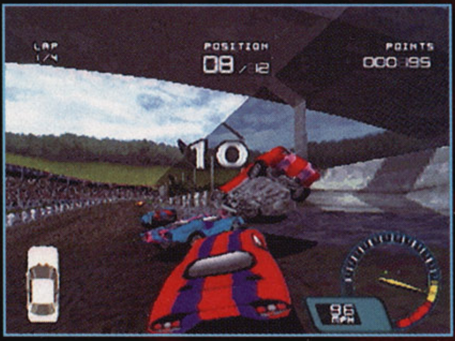


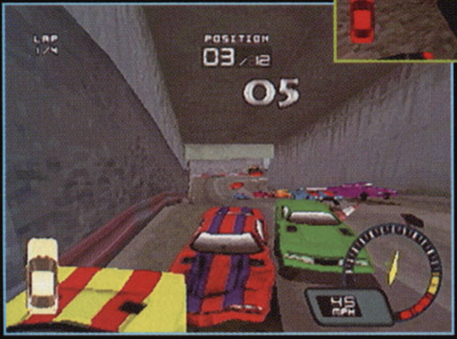
ACCOLADE IS ENTERING the popular destruction derby genre, bringing the latest installment of driving mayhem to the PlayStation. In addition to its 16 cars and 12 tracks, Demolition Racer will have a variety of weather and road conditions. Plus, you can expect high-speed collisions and intense crashes throughout a series of events, including bowl matches, last-man standing, and stock car, demolition, and suicide racing. DR will also sport analog and Dual Shock compatibility, along with a two-player split-screen mode (something the Destruction Derby series lacks).

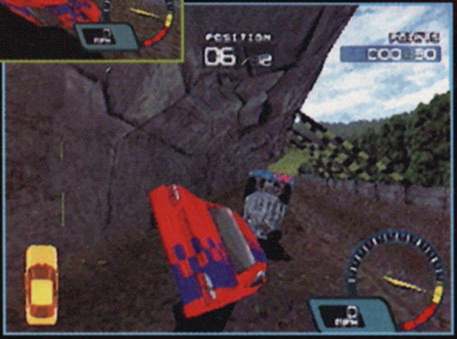
In this preview version, constant slowdown and loose controls hampered the action, while even severe damage didn't affect car performance. If Infogrames refines these major elements before the game's release, Demolition Racer could crash to the front of the racing pack.

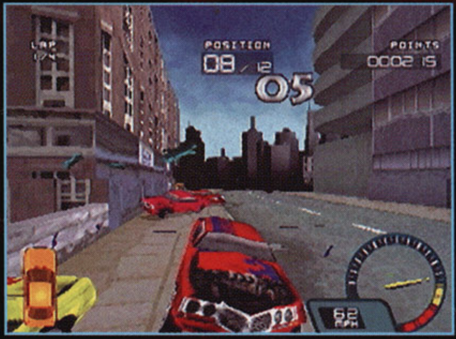












Nuclear Strike

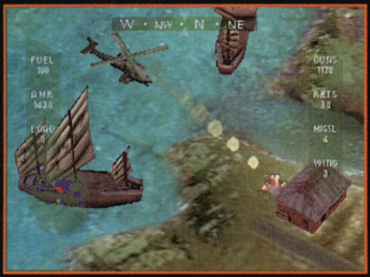
BY FOUR-EYED DRAGON

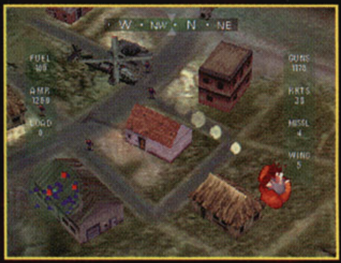
- Developed by Pacific Coast Power & Light Company
- Published by THQ
- Target release date: Winter '99

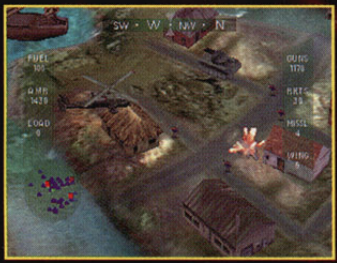
FIRST LOOK

Nintendo 64

WITH ENOUGH MILITARY vehicles to challenge even the G8 superpowers, the Strike series is finally landing on the N64. While controlling Apache helicopters and hovercrafts, you'll try to stop a crazed terrorist bent on starting a nuclear war. Pitted against a "smart" A.I. that reacts to player behavior and commands, you'll carry the fight from the jungles of Asia to tropical islands in the South Seas. If Nuclear Strike is anything like its PlayStation predecessors, you can expect intense action and a lot of explosions this winter.







Danger Girl

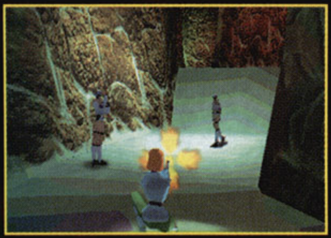
BY FOUR-EYED DRAGON

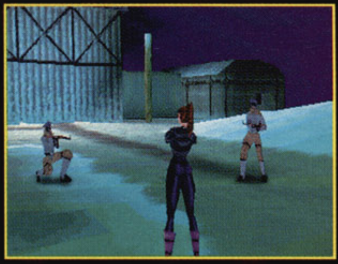
- Developed by n-Space
- Published by THQ
- Target release date: Winter '99

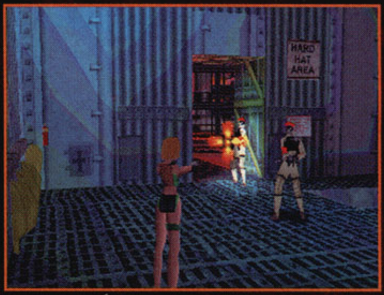
FIRST LOOK

PlayStation

BASED ON THE popular action-packed comic-book series, Danger Girl is a 3D adventure game full of espionage, weapons, and intrigue. You'll play as Abbey Chase and the rest of the Danger Girls as they fight against the evil Hammer Organization, which, of course, plans to take control of the planet. Throughout the 16 levels, you'll use an abundance of weaponry while traveling to six locations around the world. The Girls in these early screens make it clear that Lara Croft isn't the only sexy, sassy heroine who can save the world from disaster.







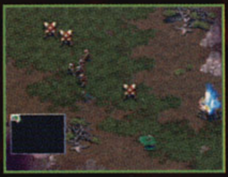
StarCraft

BY MAJOR MIKE

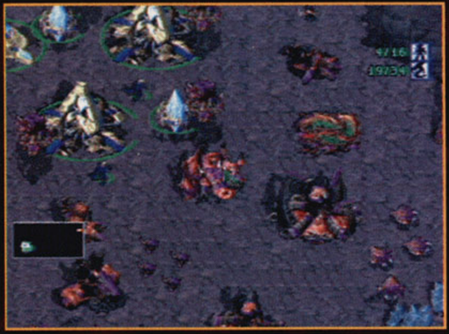
- Developed by Mass Media
- Published by Nintendo
- Target release date: September

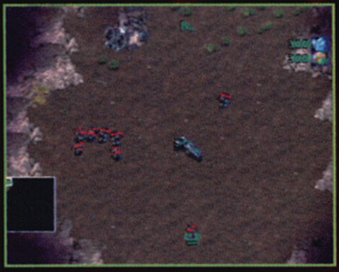
HANDS-ON

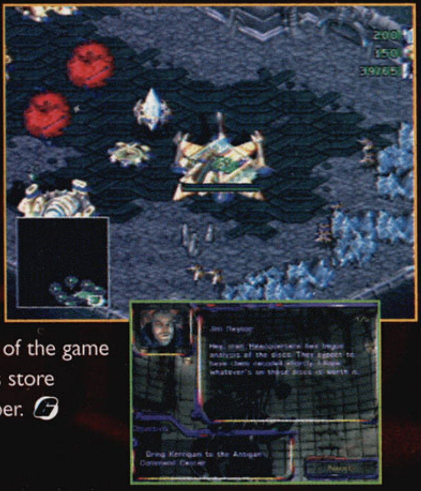
Nintendo 64



Similar to Command & Conquer, StarCraft lets you raise and train your own army—but in this case, an army of aliens. You choose from one of three alien races and then throw them into over 50 battles. In addition to the one-player game, there are a pair of two-player split-screen modes: head-to-head and cooperative. In the preview version, the graphics were close to those of the PC version, but gameplay was a bit sluggish and using the analog stick was awkward. Another sticking point was the controls: The multibutton functions were confusing, taking patience and practice to master. Hopefully, Nintendo will tweak these aspects of the game before StarCraft hits store shelves this September.







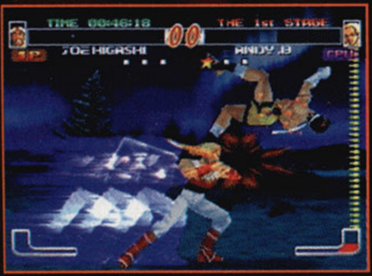
Fatal Fury: Wild Ambition

BY FOUR-EYED DRAGON

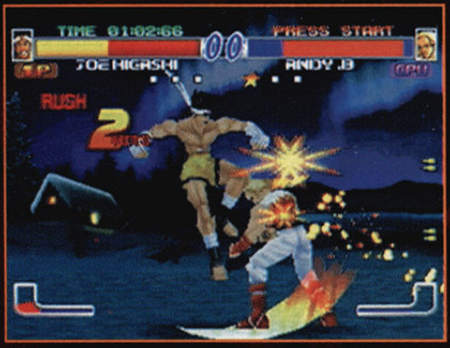
- Developed by SNK
- Published by Electronic Arts
- Target release date: Fall '99

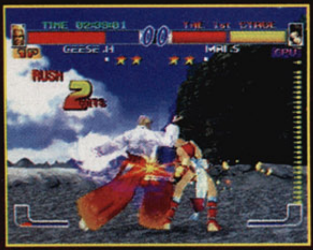
FIRST LOOK

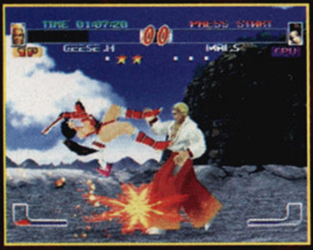
PlayStation

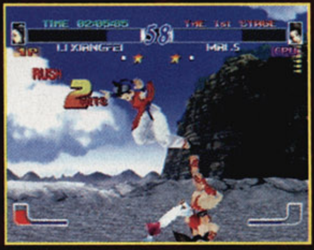


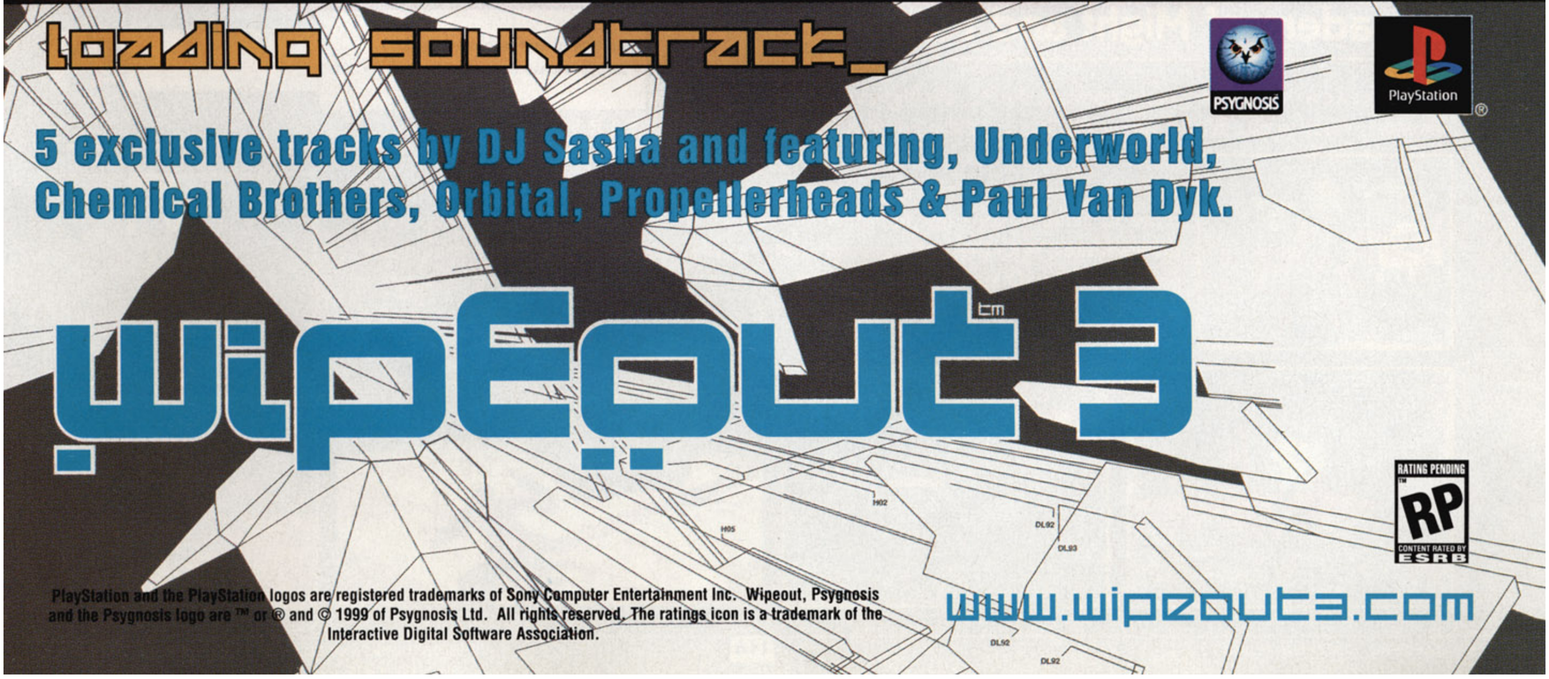
The Fatal Fury franchise has been a consistent arcade favorite among hardcore fighting fans, so the almost-arcade-true translation Fatal Fury: Wild Ambition will feature aspects of the original game, such as the music, but will also expand on the original with 14 stages and a deeper story line. Plus, there will be a total of 14 fighters along with 2 new brawlers exclusive to the PlayStation version—all of whom will be able to perform over 30 different moves within arcade, versus, team battle, and training modes. Soon you'll be able to enjoy all the franchise's furious smack-downs without losing a quarter.










loading soundtrack_

PSYGNOSIS

PlayStation

5 exclusive tracks by DJ Sasha and featuring, Underworld, Chemical Brothers, Orbital, Propellerheads & Paul Van Dyk.

wipEout 3™

RATING PENDING RP CONTENT RATED BY ESRB

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www.wipeout3.com

G-Police: Weapons of Justice

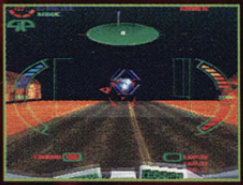
BY MAJOR MIKE

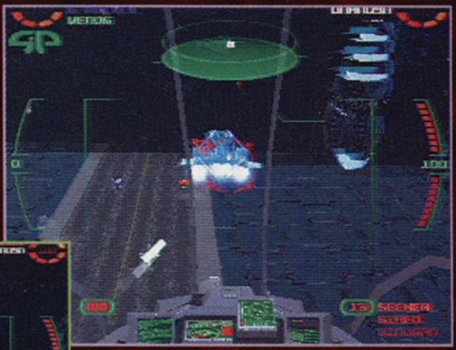
- Developed and published by Psygnosis
- Target release date: September

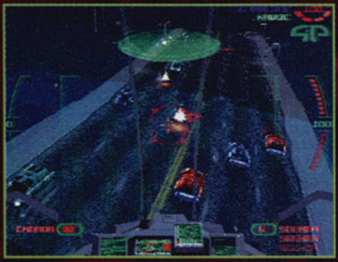
HANDS-ON

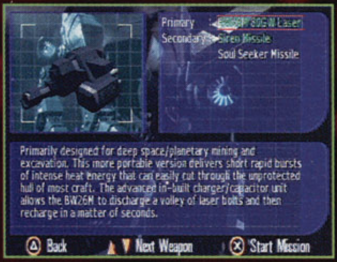
PLAYSTATION

THE FUTURISTIC COPS of G-Police return in Weapons of Justice, which looks to top the original in every department with more weapons, missions, and an improved enemy A.I. The most striking new feature, however, is the additional vehicles. You can pilot a car and a mech (both for ground-based combat), and then jump into the cockpit of a spaceship for some deep-space shooting. The beta version featured silky-smooth controls and challenging missions, but the graphics were plagued by pop-up and draw-in. If the developers can arrest these problems, Weapons could be a top fall title.



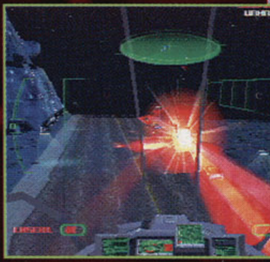






Primary : BW26M 80GW Laser
Secondary : Siren Missile
Soul Seeker Missile

Primarily designed for deep space/planetary mining and excavation. This more portable version delivers short rapid bursts of intense heat energy that can easily cut through the unprotected hull of most craft. The advanced in-built charger/capacitor unit allows the BW26M to discharge a volley of laser bolts and then recharge in a matter of seconds.



You Don't Know Jack

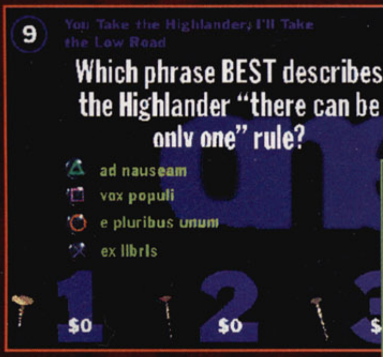
BY FOUR-EYED DRAGON

- Developed by Jellyvision
- Published by Berkeley Systems
- Target release date: September

HANDS-ON

PLAYSTATION

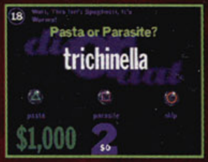
THE IRREVERENT QUIZ show finally debuts on the PlayStation. Considered a classic on the PC, You Don't Know Jack is a game full of pop culture and trivia from around the world. What makes YDKJ legendary, however, isn't the questions, but its sarcastic commentary and whimsical humor, both of which flow through the entire game. Up to three players can match wits, answering 1400 questions over two discs. Testing your brain power and not knowing jack may prove to be the most intellectual occupation this September.



9 You Take the Highlander; I'll Take the Low Road $2,000

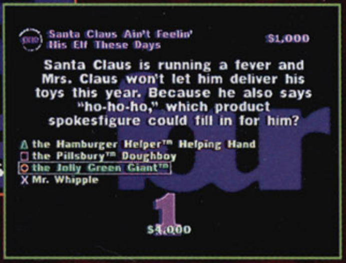
Which phrase BEST describes the Highlander "there can be only one" rule?

- △ ad nauseam
- □ vox populi
- ○ e pluribus unum
- ✕ ex libris



18 Pasta or Parasite?

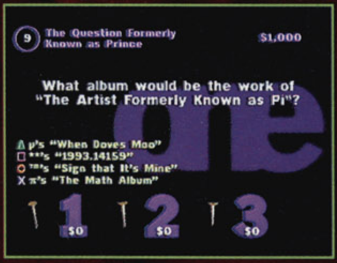
trichinella



Santa Claus Ain't Feelin' His Elf These Days $1,000

Santa Claus is running a fever and Mrs. Claus won't let him deliver his toys this year. Because he also says "ho-ho-ho," which product spokesfigure could fill in for him?

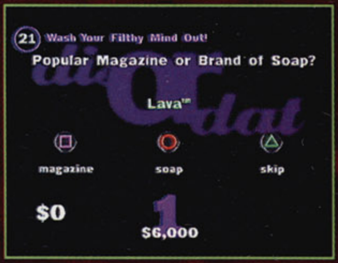
- △ the Hamburger Helper™ Helping Hand
- □ the Pillsbury™ Doughboy
- ○ the Jolly Green Giant™
- ✕ Mr. Whipple



9 The Question Formerly Known as Prince $1,000

What album would be the work of "The Artist Formerly Known as Pi"?

- △ ρ's "When Doves Moo"
- □ ***'s "1993.14159"
- ○ ™'s "Sign that It's Mine"
- ✕ π's "The Math Album"



21 Wash Your Filthy Mind Out!

Popular Magazine or Brand of Soap?

Lava™

Crusaders of Might and Magic

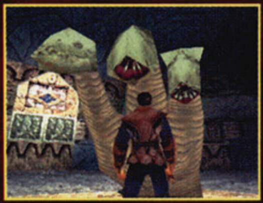
BY FOUR-EYED DRAGON

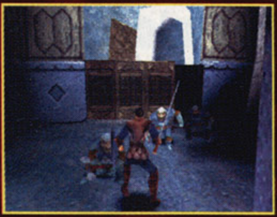
- Developed and published by 3DO
- Target release date: Fourth Quarter '99

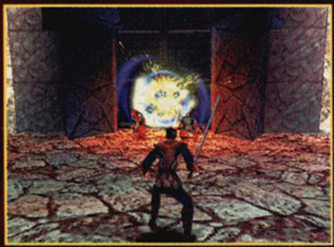
FIRST LOOK

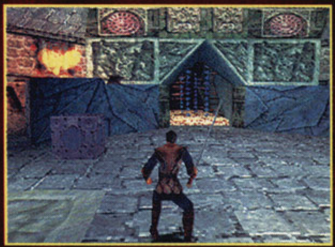
PLAYSTATION

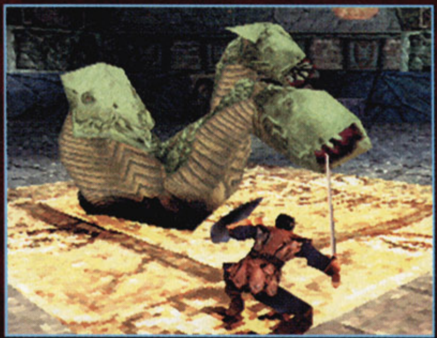
AFTER REACHING LEGENDARY status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation. Unlike previous M&M games, Crusaders will have fewer role-playing elements, which means less conversing and interacting with people. Instead, there will be more 3D action as you battle monsters with fists and uncanny magic spells while exploring medieval sites. With these changes from the original series, will Crusaders be triumphant or hexed in the 3D action genre? Only time will tell.

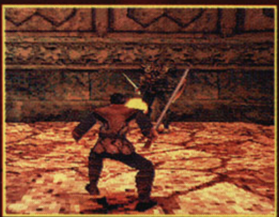












GAMEPRO®
THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

It's a good idea to scrutinize the content in the video games we play, particularly if we're concerned that the content may be violent in nature and inappropriate for some gamers. In keeping with our mission to be a responsible consumer-oriented games publication, *GamePro* presents our ESRB (Entertainment Software Ratings Board) Ratings Review, which lists the ratings for all ProReviews in the September issue along with explanations of the ratings. We hope you will use the ESRB ratings to have fun and to be responsible gamers.

GamePro remains your magazine.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Ratings Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at **http://www.esrb.org** or call 800/771-3772 for more information.

Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.

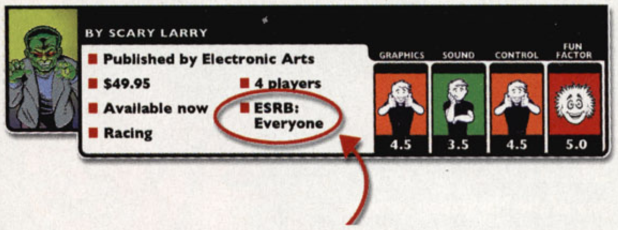
Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.

Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.

Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Above, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)**


BY SCARY LARRY
- Published by Electronic Arts
- $49.95
- Available now
- Racing
- 4 players
- ESRB: Everyone

September 1999

Below is a list of games we've reviewed in the September issue of *GamePro* along with their respective ESRB rating:

Army Men: Sarge's Heroes	**T**
Chocobo Racing	**E**
Dino Crisis	**M**
Driver	**T**
Duke Nukem: Zero Hour	**M**
Jade Cocoon: Story of the Tamamayu	**T**
Konami Arcade Classics	**E**
Mario Golf 64	**E**
The New Tetris	**E**
NFL Xtreme 2	**E**
Sled Storm	**E**
Soul of the Samurai	**M**
Star Wars Episode I: The Phantom Menace	**T**
Tiny Tank: Up Your Arsenal	**T**
Tonic Trouble	**E**
Total Annihilation Kingdoms	**T**
Ultimate 8-Ball	**E**

E=everyone, T=teen, M=mature, RP=rating pending

Note: Reviewed games subject to change without notice.

Rayman 2

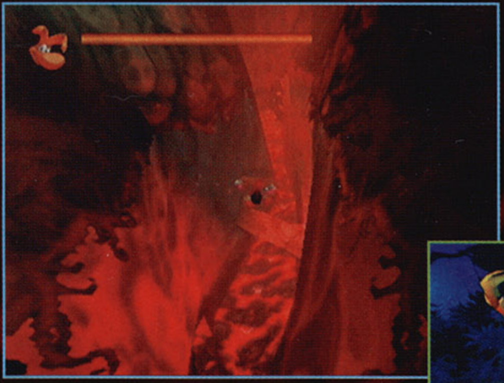
BY SCARY LARRY

- Developed and published by Ubi Soft
- Target release date: September

HANDS-ON

Nintendo 64

Although it's been a long time, Rayman is back—but on a different platform (literally). Hopping over from the PlayStation (where he debuted at the system's launch in 1995), Rayman is now calling the N64 home—even though it comes without the colorful side-scrolling gameplay of the PlayStation version. Instead, R2 is a 3D platform game, complete with outstanding 3D visuals and standard action. You play as the limbless hero—who has hands and feet, but no arms or legs—as he tries to outsmart pirates and the Mystical Guild, who want him for their intergalactic zoo. If you enjoyed Mario 64 or Gex, you may just get a (leg-less) kick out of this one.



BUT ONCE YOU FIND THE THREE REMAINING MASKS

Pac-Man World

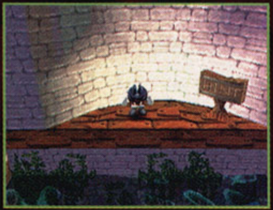
BY SCARY LARRY

- Developed and published by Namco
- Target release date: August

HANDS-ON

PlayStation

That chubby yellow pellet-gobbler will not go away, and on this, his 20th anniversary, he's back with a healthy dose of nostalgia and some intriguing gameplay. Pac-Man World is a combination of classic Pac-Man, 3D Pac-Man, and some Pac-Man adventuring. In World's Pac-Man Quest, you play as Pac in a 3D platform game, knocking off enemies and spitting pellets at your old enemies Blinky, Pinky, Inky, and Clyde. World also includes the classic Pac-Man game (complete with Dual Shock action) and a Pac-Man 3D-maze game. It's all here, and it will definitely be an old-schoolers' paradise.



Bass Landing

BY SCARY LARRY

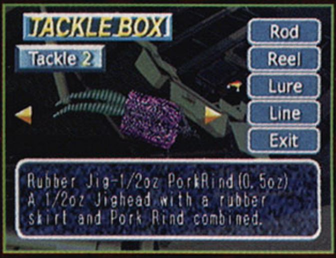
- Developed by ASCII Team Big One
- Published by Agetec
- Target release date: Summer '99

HANDS-ON

PlayStation

Agetec wants to lure you into the exciting world of…bass fishing. In Bass Landing, you choose from over 20 lures, 10 rods, and 8 fishing-line options as you try to kick some bass in more than 7 bass tournaments. The game will rely heavily on realistic fishing, so you should be prepared to wake up at dawn and sneak out of the house for a sim-fishing experience that includes such fish factors as time-of-day activity, water temperature, varying weather conditions, and more. Agetec is also bundling its dual-shock fishing controller with the game. All you need now is the smell.

06:03x4
2.5mph
66.1F
DRAG 5
Undershot
Overhead Cast
Tackle 1



Rubber Jig-1/2oz PorkRind(0.5oz)
A 1/2oz Jighead with a rubber skirt and Pork Rind combined.

06:42x4
2.0mph
49.7F
SPOOL FREE
000.04

DRAG 1
Undershot

SOMEWHERE, GEORGE HAD MADE A MISTAKE. His Catalan opening had been flawless. Yet, somehow, his opponent had forced his retreat and now held him in check. With his only remaining rook lured out of position and pinned, the situation appeared hopeless. This isn't Chessmaster, he thought, there is no replay option in this game. His mind raced back to the magnificent chess sets of Chessmaster. The lessons learned. The gambits and endgame strategies. The Chessmaster opponents against whom he had matched wits and sharpened his game, as he progressed through tutorials in various levels. The voice of the Chessmaster, coaching him. And suddenly, in his hour of need, he heard the voice again: "Counterattack in the center… N-Q4." Why hadn't he seen it before?

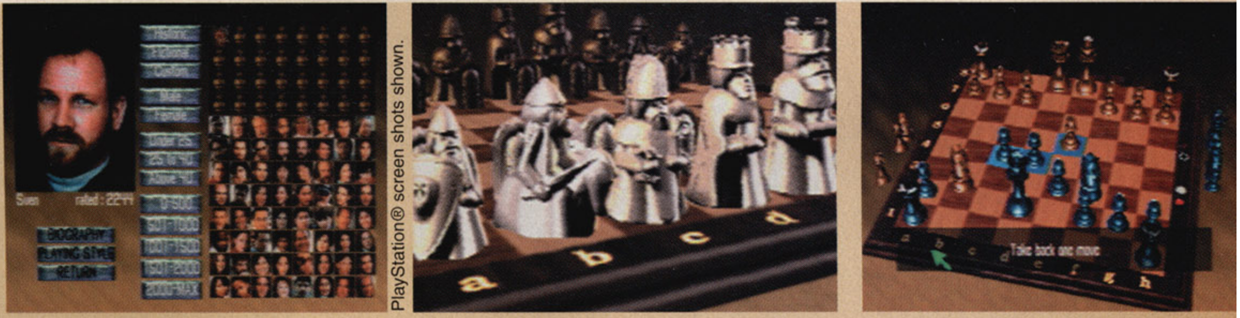
CHESSMASTER
The World's Best-Selling Chess Program
CHESSMASTER

INTRODUCING THE NEW CHESSMASTER. IT CAN MAKE ANYONE A GREAT CHESS PLAYER.

PlayStation

GAME BOY COLOR

Nintendo



PlayStation® screen shots shown.

Chessmaster 6000 is still available for PC CD-ROM. Look for Chessmaster 7000 for PC CD-ROM this fall.

For more information, check out www.chessmaster.com

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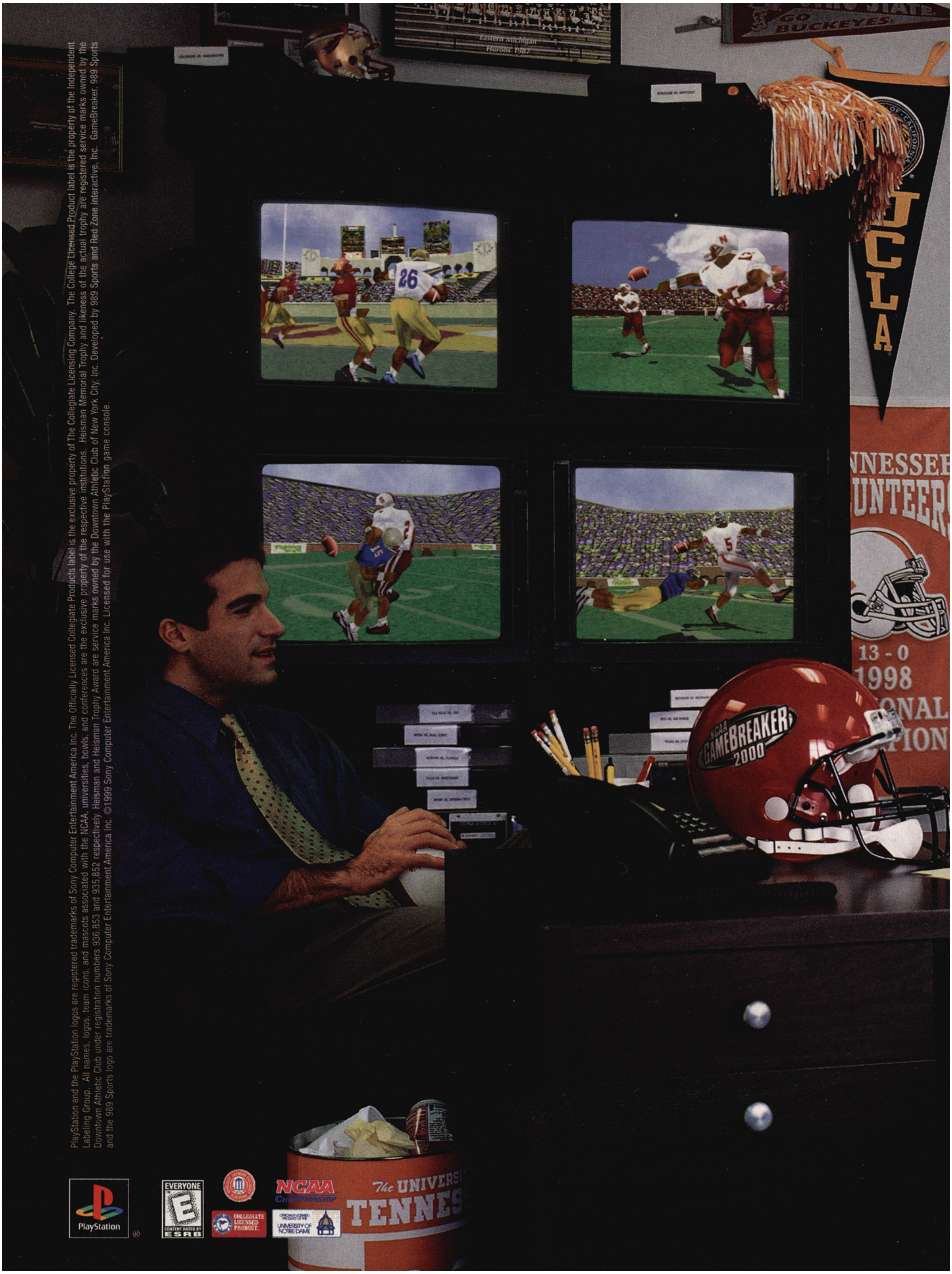

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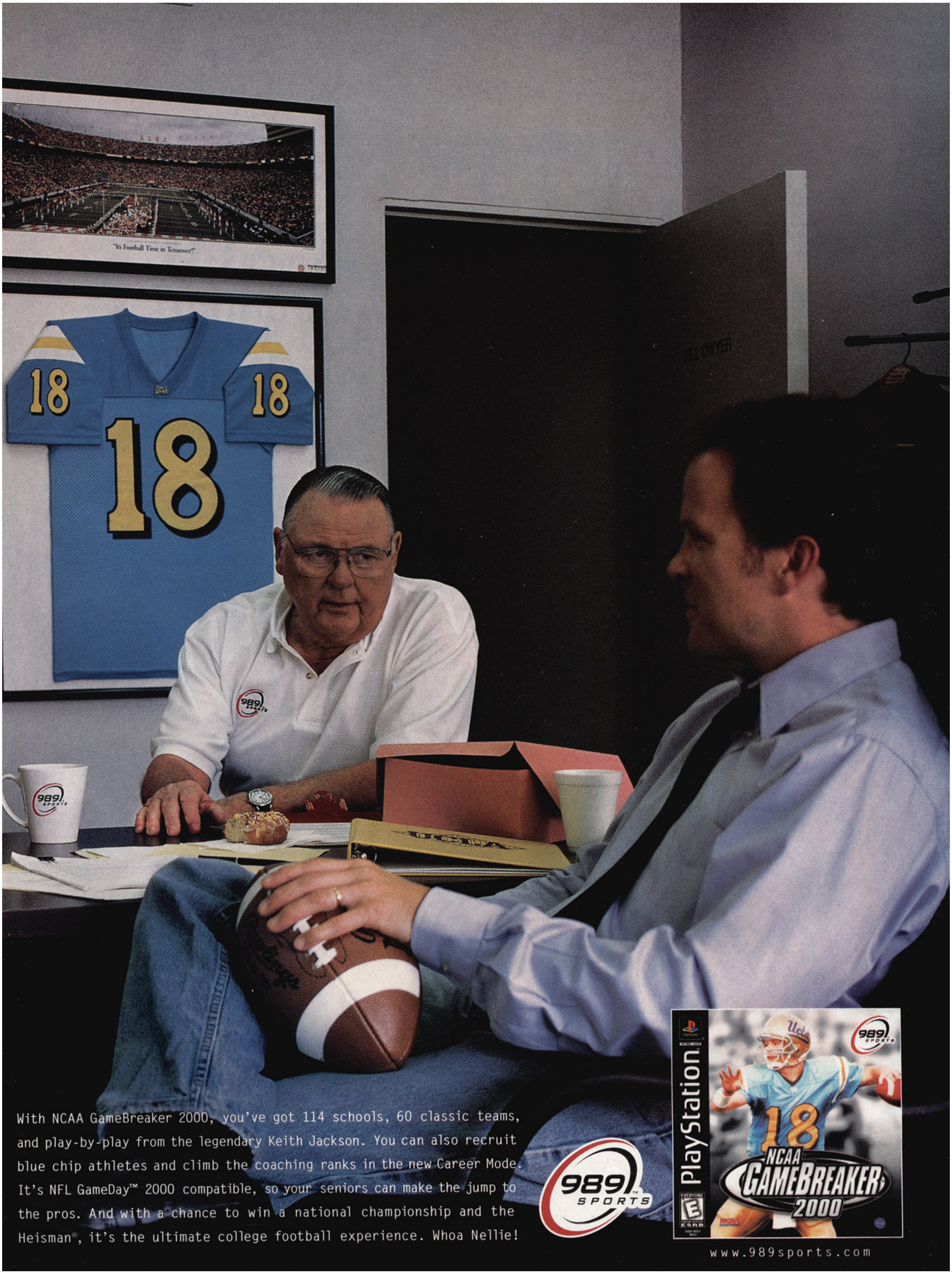
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FIGHTING GAME ON THE PLANET.

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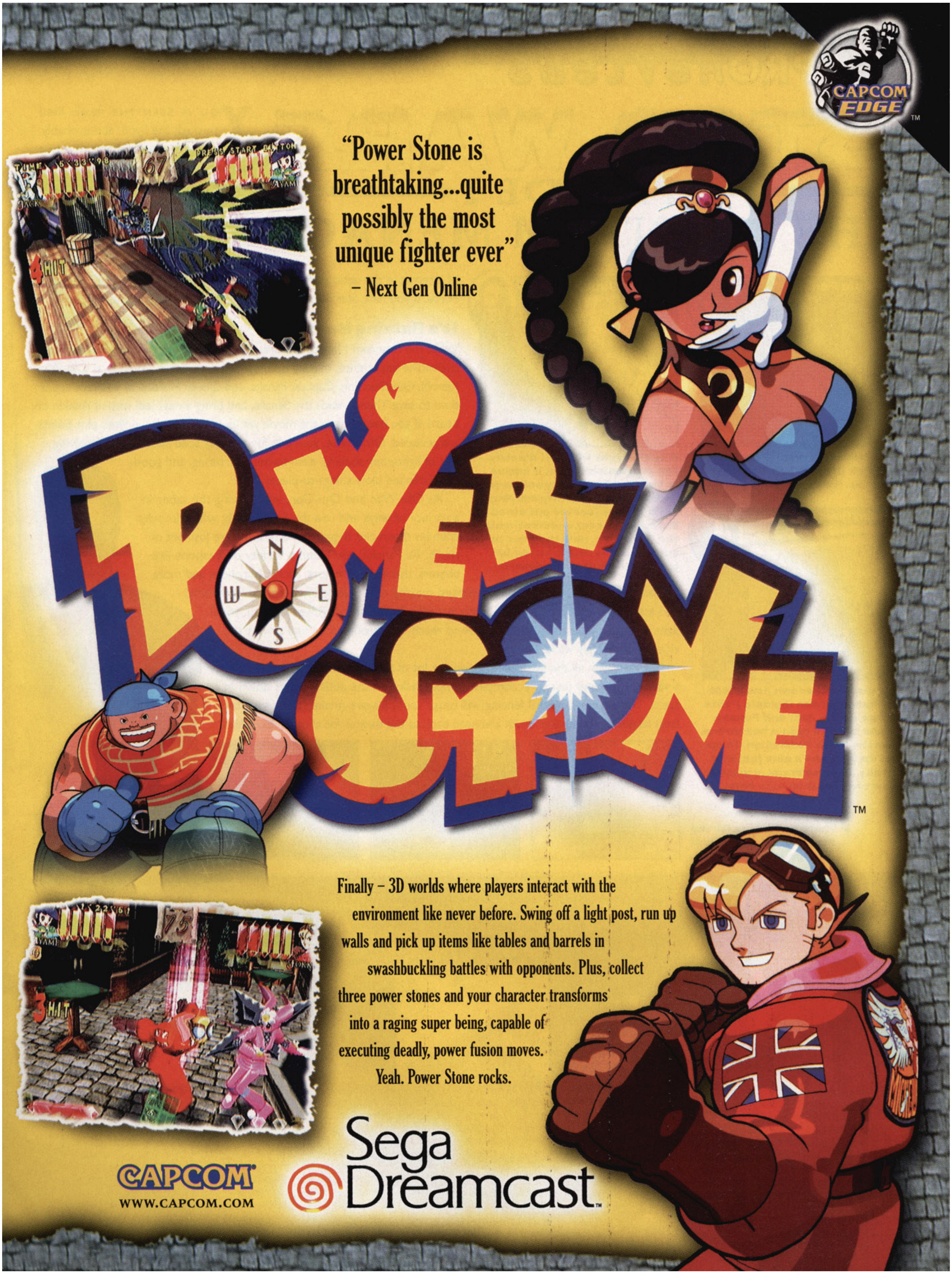

"Power Stone is breathtaking...quite possibly the most unique fighter ever"
– Next Gen Online

Finally – 3D worlds where players interact with the environment like never before. Swing off a light post, run up walls and pick up items like tables and barrels in swashbuckling battles with opponents. Plus, collect three power stones and your character transforms into a raging super being, capable of executing deadly, power fusion moves. Yeah. Power Stone rocks.

CAPCOM
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Sega Dreamcast

STAR WARS EPISODE I THE PHANTOM MENACE

You've seen the movie, lived through the hype, and probably had just about enough of *Star Wars* this summer—but you haven't played the adventure game for the PlayStation based on *Star Wars Episode I: The Phantom Menace*. If you're a fan of *Star Wars*, it was well worth the wait. And if you're someone who can't find anything else of interest in the action/adventure genre on the PlayStation, you'll feel the Force. If you hate *Star Wars*, however, you may want to stop reading now.

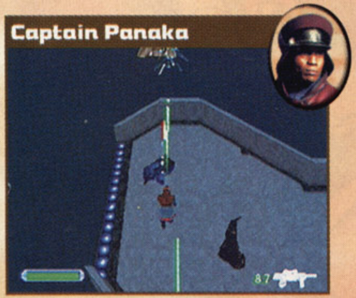
It's Raining Menace

What the Phantom Menace adventure game does for true fans is re-create the movie experience, making it completely interactive. You play as Obi-Wan Kenobi, Qui-Gon Jinn, Captain Panaka, and Queen Amidala as you race against time to save Theed, reach the Senate, and bring a new Jedi named Anakin on board. If you haven't seen the movie yet, don't play—all the film's plot points are revealed. Otherwise, you're in for a pretty solid action game involving lots of lightsaber slashing, item-to-item bartering, and good-old-fashioned blow-things-to-pieces fun.

As Obi-Wan and Qui-Gon, you'll swing the saber in a variety of ways and use the Force Push, which knocks enemies down and triggers switches that are just out of reach. As Panaka, you'll find a variety of weapons like blasters, thermal detonators, rocket launchers, and more to blast through the Federation's defenses, making quick work of enemy tanks, droids, and assorted henchmen. As the Queen (actually, Padmé, the disguised Queen), you'll fight through the last level of the game to reach the throne room and thwart the viceroy's amazingly wicked plans.

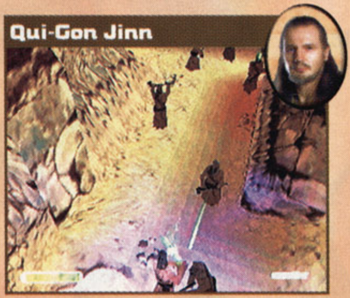
Mixed in with all the fast-paced action is a lot of talking. You have to barter with a variety of beings just to accomplish simple tasks, so the action slows down in areas. The excessive verbal fencing will cause some players (mainly non-*Star Wars* fans) to put the controller down and head back to the theater for another fix, which

Captain Panaka



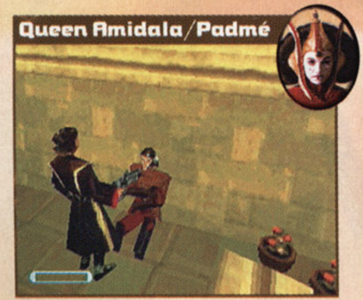
Loyal Naboo servant, Panaka will risk life and limb to protect his queen and homeland.

Qui-Gon Jinn

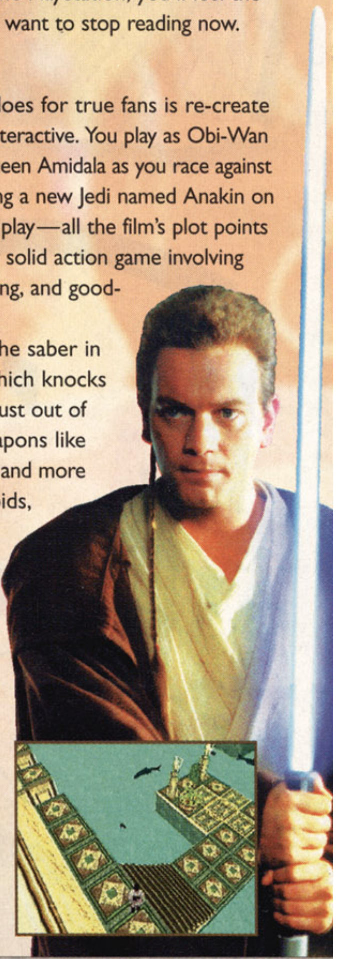


A Jedi Knight who will disobey the Jedi council when it comes to training Anakin Skywalker, for he realizes his destiny and Anakin's will be forever entwined. But he will never underestimate the Dark Side. He's the first to encounter the Sith when he battles Darth Maul in the desert.

Queen Amidala/Padmé



Disguised as her own handmaiden, Padmé, Queen Amidala fights alongside the Jedi and Panaka as she tries to regain her throne from the Trade Federation. Tough and spunky, she's also fast and sneaky. In some areas, you must escort her (as Queen) to safety.

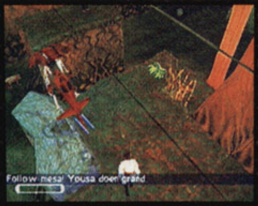


▶ Phantom Menace for the PlayStation retells and expands on Episode I.

Level Guide

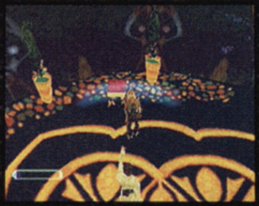
Here's a brief sample of tips for each level of the game (assuming you exited the Trade Federation ship):

The Swamps of Naboo



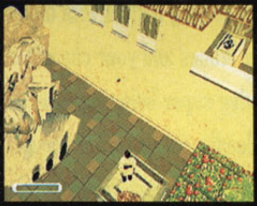
After catching up with Jar Jar the second time (on the ledge with a vine above you), you'll hear STAP droids heading your way. Jump down from the ledge, make your way back up, and climb the vine.

Otah Gunga



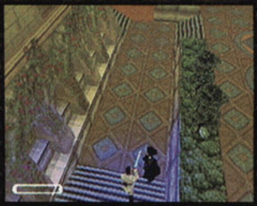
Never kill a Gungan—unless you want to battle every single Gungan in the level. Instead, use the Force Push on any that get in your way.

Gardens of Theed



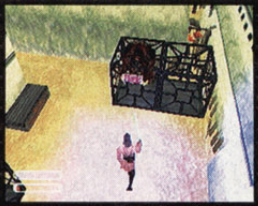
You can't destroy the big tanks. Instead, look for switches behind the tanks (climb the pillars) that trigger the doors to the right.

Escape from Theed



Getting past the tank with the Queen in tow is tough. Help the soldier who needs water, then grab the equipment in the room behind him—but don't activate the shield generator! Save that for after you open the door to the right of the tank. Run through it and destroy the Destroyer droids.

Mos Espa



The best way to kill the creature in Captain Neg's yard is to run up the steps and hit it with sneaky swipes from your saber. Don't stand in front of it and hack away—you'll lose.

is unfortunate. This isn't Jedi Knight, and that's ever so apparent when you have to trade a pair of binoculars to take a city tour on Coruscant in order to get to the Senate.

BY SCARY LARRY

- Published by LucasArts
- $44.99
- Available August
- Action/adventure
- 1 Player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.5

Guilty as Cin[ema]

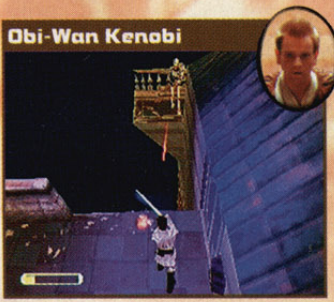
Beginning on the Trade Federation ship, the game progresses much as the movie does. You escape, meet Jar Jar Binks, deal with the Gungans, rescue the Queen, travel to Tatooine, find Anakin Skywalker, battle Darth Maul in the desert, return to Coruscant, and end up back in Theed—where you eventually face Darth Maul in the final battle.

With brilliant explosions and fantastic lighting effects (especially in the lightsaber battles), the graphics, though not superior, do hold their own against games such as Metal Gear Solid and Syphon Filter. Each of Phantom's segments are also beautifully illustrated with cinematic cut-scenes that'll literally take your breath away. Despite plenty of jaggies and rough edges, the overall graphical feel is clean and simple.

Bringing Balance to the Force?

If your eyes aren't impressed, your ears will be as the game presents hours of voice enhancements and special effects. The former are particularly well done, featuring talent that closely matches the original movie actors (Jar Jar Binks and Anakin Skywalker are actually voiced by their movie counterparts; other actors are just really good mimics). Plus, Phantom Menace's music swells in anticipation of the action—the Duel of the Fates piece sounds especially heroic in the Maul scenes (see sidebar, "Duel of the Fates Video!").

So your eyes aren't impressed, and your ears are in heaven—now it's time to figure out your fingers. To say the least, they'll be frustrated. The controls lean a little toward the Dark Side, especially with the tricky jumps and rapid response of the computer A.I. In areas where you escort a person to safety, that person will often linger in the background, which forces you to backtrack to look for them all over again. You may also find that the rotating camera makes it hard to pinpoint targets with a blaster or other weapons. But a skilled player will soon master these weaknesses (by feeling the Force flowing through them, of course).



Obi-Wan Kenobi

A Jedi in training, lethal with his lightsaber, Obi-Wan is also headstrong like his master, Qui-Gon Jinn—but his mastery of the Force is already keeping him safe from the Dark Side.

© LUCAS FILM LTD.

The Force and Sith, er...The Fourth and Fifth

Phantom Menace leaves you exactly where the movie did. It has its moments of excitement and its spots of drudgery, and in the end you wished they'd put more Maul in the game. But you'll never once say you didn't enjoy it, and that's all that matters.

GRAPHICS 4.0

Not as visually impressive as Final Fantasy VIII, but a hell of a lot better than Tomb Raider III, Phantom Menace is more about the overall experience than the imagery.

SOUND 4.5

Minus a half-point for Jar Jar Binks (who is annoying on his own merits) and for the few times when Qui-Gon's voice sounds like a tired Sean Connery. Otherwise, the music, voice, and sound effects are awesome.

CONTROL 4.0

Fluid gameplay is offset by tricky jumps and hard-to-target enemies. You'll find yourself backing up and moving forward so much, you'd swear you were trying to parallel park a podracer. It's nothing a true Jedi can't master, though.

FUN FACTOR 4.5

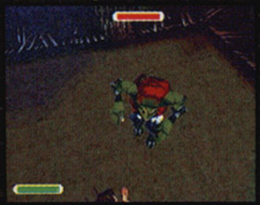
You have to be a fan of either the *Star Wars* movies or solid action/adventure games to like Phantom Menace. Fans will forgive minor graphical hiccups and plot variances faster than adventure gamers, but both will love this game.

Duel of the Fates Video!

PlayStation Bonus!

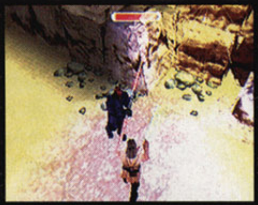
As a bonus to faithful gamers who sweated out the delays of the Phantom Menace adventure game, LucasArts has included in the menu at the beginning of the game the full Duel of the Fates music video. The segment, which enjoyed a repeated run on VH-1 and MTV, lasts about a full five minutes and is a great way to say "thank you" to fans who saw their PC brethren get an early jump on the fun!

Mos Espa Arena



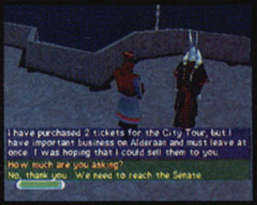
To make short work of Jabba's fighter in the pit, simply slash and roll out of harm's way. If the creature throws a spike at you, deflect it back with your saber for major damage.

Encounter in the Desert



Before you meet Maul, destroy the three reconnaissance droids, or they'll pester you throughout the level. After beating Maul, push the highlighted rock and face off with him again. Fancy saber work should clear him out.

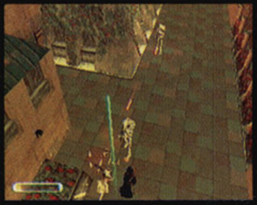
Coruscant



I have purchased 2 tickets for the City Tour, but I have important business on Alderaan and must leave at once. I was hoping that I could sell them to you.
How much are you asking?
No, thank you. We need to reach the Senate.

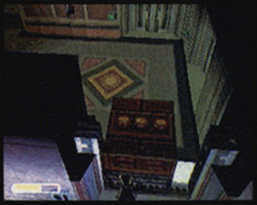
Sell the binoculars to the citizen on the platform outside the tour desk. Return to the alien who wanted to sell you tour tickets for 100 credits. Remind him of the price, and he'll give them to you.

Assault on Theed



Backtrack through Theed, keeping Panaka close. Hopefully, you'll have amassed enough missiles to destroy the 10 or so Destroyer droids you'll face. Go back to the garden with Panaka, and you'll move to the next level.

The Final Battle



In the first foyer of the castle, go to the room on the right and kill the two droids, then move the crate from this room to the room to the left of the main door. Activate the switch and enter the room with prisoners—you'll receive the white pass card.

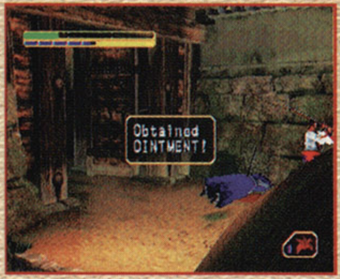
SOUL OF THE SAMURAI

BY BROTHER BUZZ

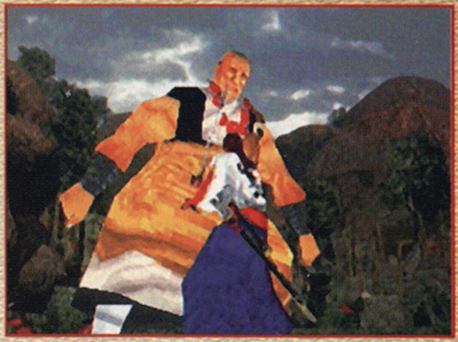
- Published by Konami
- Price not available
- I player
- Available August
- ESRB: Mature
- Action/adventure

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	5.0

In ancient Japan, someone...or something...is turning people into foul monsters. Enter a wandering samurai with lightning-quick swordmanship and a ninja seeking her lost brother—and you have the recipe for a finely crafted Resident-Evil-meets-Bushido-Blade action/adventure game.



PROTIP: Sometimes power-ups are hidden where you can't see them.

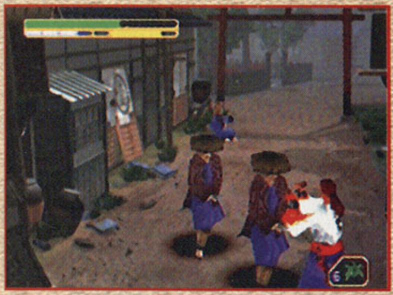


PROTIP: To beat the giant Muga, load up on ointment and herbs, use your speed to dodge his slow attacks, and rush in to slash him before he resets.

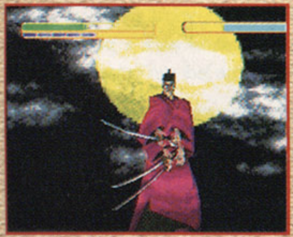
Soul Survivors

Soul of the Samurai is aptly named in more ways than one. In Japan, the sword is often called a samurai's "soul," and this game certainly dishes out 3D sword-fighting in mass quantities. Plus, the element of evil magic at the core of this very compelling mystery reaches into the very souls of the two main characters.

In fact, Soul's story line has it all: good versus evil, war versus peace, revenge, family loyalty, friendships lost and found...it even has zombies! Yes, creepy creatures and the undead run amok, resulting in more slicing and dicing than at a sushi chefs' convention. In one hand-cramping sequence, you fight an entire town of blade-swinging zombies! How many? One hundred? Two hundred? Keep counting.



PROTIP: You can cut two adversaries at a time if you line them up correctly.



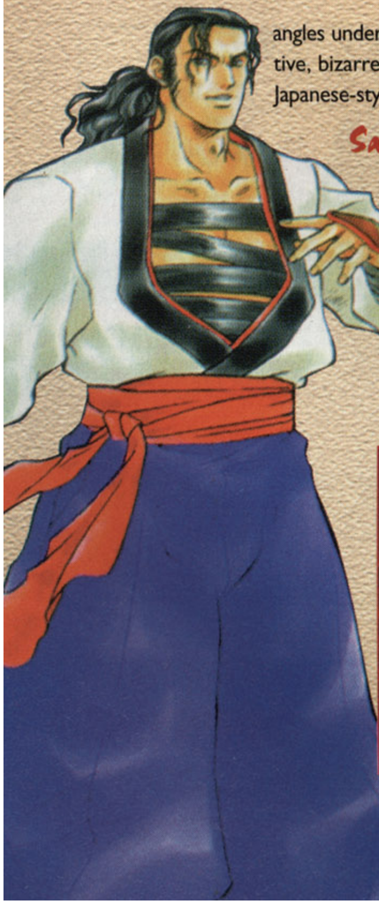
PROTIP: Versus the first sub-boss swordsman, you can avoid his special moon move if you press △ to sheathe your sword just before he strikes.

Razor-Sharp Features

Soul of the Samurai is as well-crafted as a Japanese katana sword. The male or female swordfighter you choose follows their own intricate six-part story line that interweaves with the other character's during the game. They even encounter unique foes and bosses.

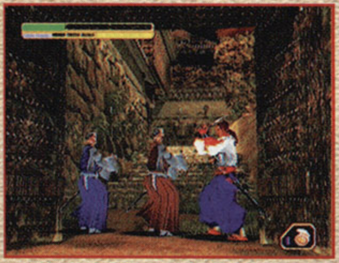
Samurai is more fighting than puzzle-solving, but the crisp controls come through with flying colors. The actual sword-swinging is confined to a single action button; combining that with joystick positions, however, enables you to master up to 15 offensive and defensive moves per character. Additionally, the useful inventory screen manages a formidable arsenal of weapons and power-ups. One nitpick is that you're annoyingly kicked out to the Konami logo screen whenever you meet defeat...which can be often.

The game's graphics and sounds also shine. Solid animation keeps the 3D fighting angles under control, and the dramatic story-sequences are nicely staged—there are imaginative, bizarre-looking creatures and bosses, too. Although there are no voices, the high-energy Japanese-style music amps your adrenaline and builds suspense at the same time.

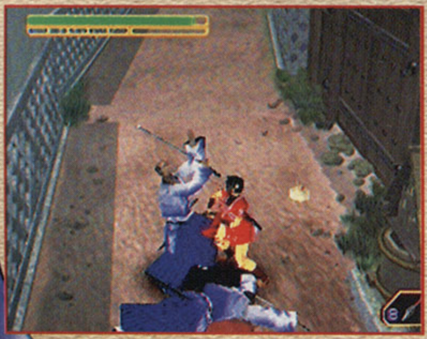


Samurai Night Fever

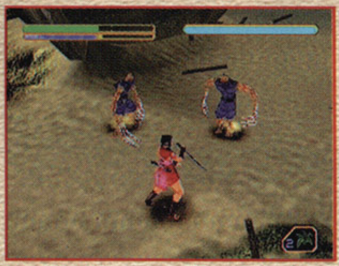
With its setting in ancient Japan and its challenging swordplay, Soul of the Samurai is a unique and worthy take on Resident Evil–style gameplay. If you're a 3D action/adventure gamer who's waiting to rush headlong into Dino Crisis and Resident Evil 3: Nemesis, you might do a little Soul searching first.



PROTIP: Position is important when fighting these guards in the castle.



PROTIP: Counter-cutting is key. Press and hold R1 to maintain your guard, then hit □ just after your opponent strikes.



PROTIP: Rin may use her projectiles to defeat these rake-armed ninjas.

GRAPHICS 4.0

Deft animation handles the 3D swordplay with ease. The visual effects during special moves are cool, while the boss characters and monsters are imaginative and weird-looking.

SOUND 4.0

No voice-overs, but the music is an energetic mix of traditional Japanese sounds and jazzy rock beats. Overall, the audio is slick and nicely tuned to the game's story and action.

CONTROL 4.5

Although the actual sword-slinging is relegated to a single button press, the joystick makes positioning a nice strategic element. It was also a good idea to make power-ups accessible with a single button-press during a fight.

FUN FACTOR 5.0

Soul of the Samurai delivers lively action melded to a compelling story line. The combat's fast, furious, and frequent with successful swordplay that depends on technique as much as fast button-pressing. Two characters with two intertwining story lines up Samurai's replayability.

The only thing you have to fear is a power outage.

PlayStation
007
Tomorrow Never Dies
TEEN
CONTENT RATED BY ESRB

$39.99 Available October 1999.

Get into the game

TARGET

© 1999 Dayton Hudson Brands, Inc.

BY THE ROOKIE

- Published by GT Interactive
- $39.99
- Available now
- Racing/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

DRIVER

DRIVER SLAMS ONTO the PlayStation with some of the hottest cops-and-robbers action this side of *Starsky and Hutch*. By combining the realistic racing physics of Gran Turismo with the devastating action of Destruction Derby (and adding lots of cinematic flair), Driver gives gamers an exciting thrill-ride they won't soon forget.

I LOVE IT WHEN A PLAN COMES TOGETHER

You're thrust back into the '70s in the boots of Tanner, an undercover cop posing as a driver for hire to take down a vicious crime ring. You'll perform a range of objectives over 44 action-packed missions through four cities, including San Francisco and New York, delivering cars, busting out criminals, smashing up restaurants, and more—and that's just in Undercover mode.

Driver features three additional fuel-burning modes: Training, Driving Games, and Take A Ride—and you'll burn rubber through each, cruising in the most fly rides to ever torch an interstate. There's even a film editor that enables you to piece together your best replays into a cinematic car chase, Hal Needham–style.

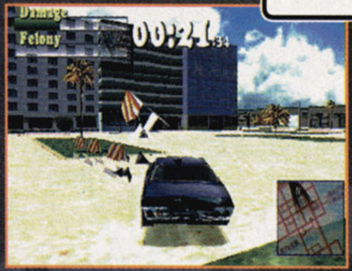
THE ACTION'S PURE DISCO, BABY

Driver's graphics are slammin' for the most part. From S.F. to Miami, each city is accurately rendered right down to the landmarks. Furthermore, Driver's hot rods look spectacular: All the vehicles, from the muscle cars to the cop cruisers, exhibit realistic details. You'll also take damage with every car you hit or wall you smack into: Smoke erupts from under the hood, hubcaps fly off, and headlights cease to function. Driver's biggest flaw, however, is the very noticeable pop-up in the background. Fortunately, it doesn't detract from the high-octane action or the frame rate.

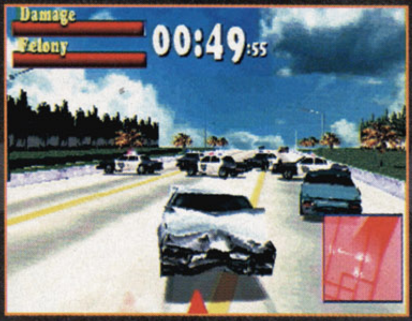
Equally impressive are Driver's controls, which enable you to effectively burnout, take tight corners, and maneuver between other cars on the road. Because each vehicle handles realistically—just like those in Gran Turismo—it may take you a few practice sessions to get the hang of powersliding with the handbrake. Sonically, the roadsters and cop cars sound authentic. Meanwhile, the '70s-inspired soundtrack is cool, but in each level, except for moments of danger, the beat continuously loops.

SABOTAGE!

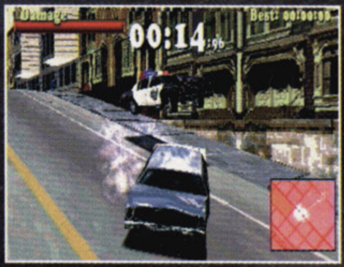
If you're hankering for a Hollywood-style car-chaser, get behind Driver's wheel. Its cool story line, kick-ass muscle cars, and high-speed action make it a ride you won't want to miss.



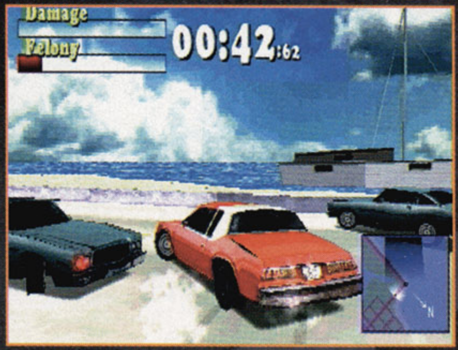
PROTIP: Cops will often lie in wait if you just waltz to the door of your hideout. You're a sneaky crook, so think like one.



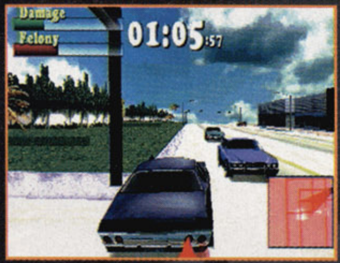
◀ PROTIP: Instead of ramming roadblocks, look for an opening.



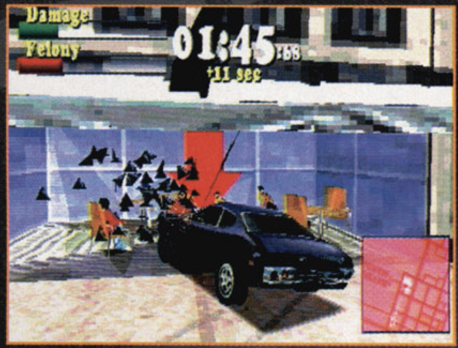
◀ Driver crashes onto the PlayStation with high-octane Hollywood-inspired fun.



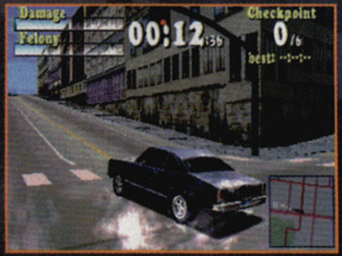
PROTIP: When you need to take a tight corner, lightly tap △, or you'll spin out of control.



PROTIP: If cops are tailing you on a long stretch of road with two-way traffic, drive into the oncoming cars. The police may crash.



PROTIP: When smashing into the restaurants in Payback, powerslide at an angle to avoid getting stuck and losing precious time.



PROTIP: When blazing from one checkpoint to the next, use side roads. The longer you avoid detection, the less time the police have to form roadblocks.

GRAPHICS 4.0

Driver's graphics are almost as powerful as the cars they're depicting: Each hot rod is accurately styled with '70's flair, and the environments accurately represent the cities. Though you'll definitely notice pop-up in the background, this flaw doesn't ruin the action.

SOUND 3.5

The roar of muscle cars, the whine of cop sirens, and awesome collision effects create the perfect mood. The soundtrack is funky enough, but it could've been more fresh—each level's beat endlessly loops throughout.

CONTROL 4.5

All the vehicles handle realistically, and the controls are as tight as the rides you're driving. After spending some time practicing, you'll easily get the hang of burning out, taking tight corners, and weaving in and out of traffic.

FUN FACTOR 4.5

Driver offers up quality car-cruising action with a cool story line and all the trappings of a Hollywood crime flick. If you've been dying for an alternative racing experience, or you still pretend you're B.A. Baracus on the weekends, get behind the wheel, fool.

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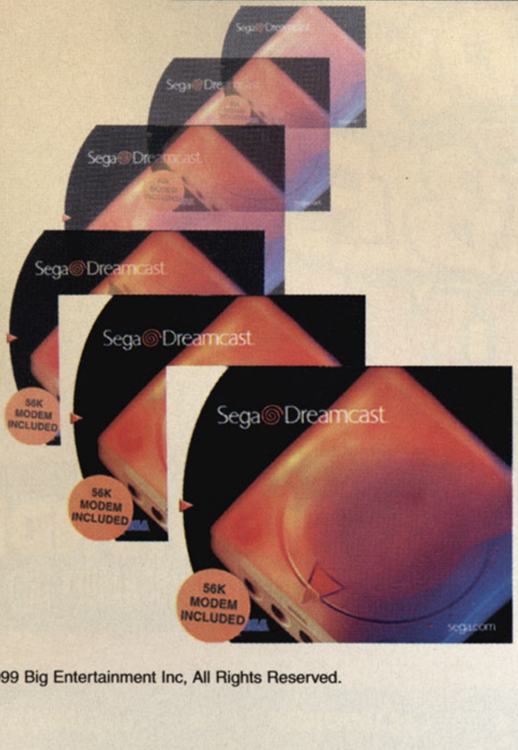

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SALUA TUA
STALKED BY HARPOON-TOTING WHALERS
VS.
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THE BIGGER THE 'FRO, THE HARDER THEY FALL

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TANK
THRASHER
HIS WHUPPIN' COMES CHICKEN-FRIED

vs.

BUTCHER
BROWN
HIS MEAT COMES FRESH FROM THE RING

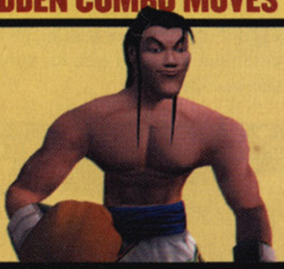
IN-GAME ANNOUNCEMENT BY ★ **MICHAEL BUFFER** ★, THE VOICE OF CHAMPIONS™

BORIS
KNOKIMOV
PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL

vs.

ANGEL "RAGING"
RIVERA
NOT ALL ANGELS COME FROM HEAVEN

HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES



JET "IRON"
CHIN
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

vs.

SELENE
STRIKE
YOU WISH YOU COULD FIGHT LIKE A GIRL

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CONTENT RATED BY ESRB

PlayStation®

MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY ★ MIDWAY

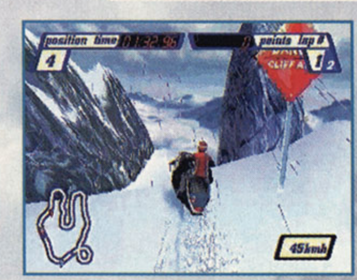
SLED STORM

BY AIR HENDRIX

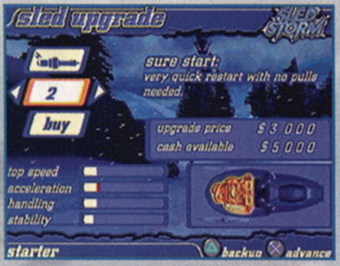
- Published by Electronic Arts
- $44.99
- Available August
- Racing
- 4 players (with multitap)
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0

SNOWMOBILE RACING MIGHT not turn heads like NASCAR does, but Sled Storm should draw a crowd with its surprisingly fun extreme-sports action. Few extreme-sports games have delivered this kind of polish before, but this Storm comes on strong with exciting arcade thrills, cool tricks, and sweet controls.



PROTIP: On Goat's Bluff, there's an important shortcut near the end of the circuit just after the steep climb—make the leap of faith into the gap to the left of the red sign.



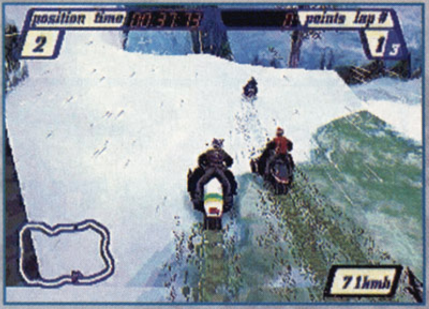
PROTIP: One of the best upgrades early on is the Sure Start, which lets you restart your sled without yanking on the starter pullcord.

One-Handed Superman

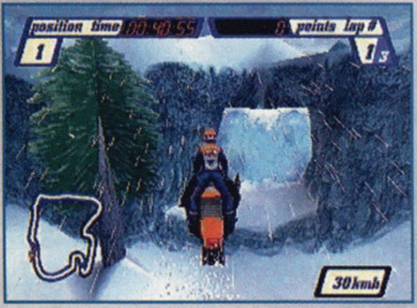
Sled Storm pits you against three other racers on six supercross-style Snocross tracks and eight regular tracks. The well-designed courses are packed with sick jumps and slick shortcuts—you'll catch so much air that it's easy to spend half the race busting off stunts. Up to four players can race in the split-screen mode (using a multitap)—a rarity on the PlayStation—and single players can compete in two tournaments, earning the cash to upgrade their sleds with an impressive array of Gran Turismo–like upgrades.

Much of Sled Storm's fun comes from its killer controls. These snowmobiles handle like the real thing, but not so realistically that they aren't fun. They aren't just cars in the snow, and the result's an exciting feel that racing pros will enjoy for its responsiveness and originality.

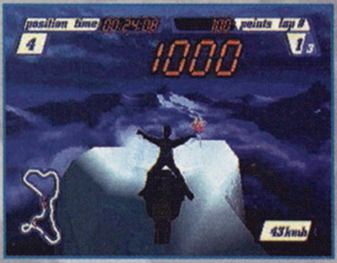
The game does have one flaw: the opponent A.I. In tournaments, as long you spend your upgrade dollars wisely, it isn't too strenuous to come out on top. On the other hand, Sled Storm makes no bones about its arcade focus, so it's not fair to expect the depth and replayability of a sim.



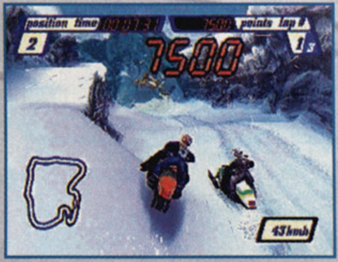
PROTIP: On Pine Valley, head left after the second patch of green ice and break through the ice wall for a key shortcut.



PROTIP: On Kodiak Canyon, veer right past the yellow caution sign just after you see the bear to find a cool jump and shortcut.



PROTIP: When racing at night, it's worth laying out the extra cash for the halogen headlights.



PROTIP: Whenever a bunny darts across the track, hunt that sucker down to earn a whopping 7500 stunt points.

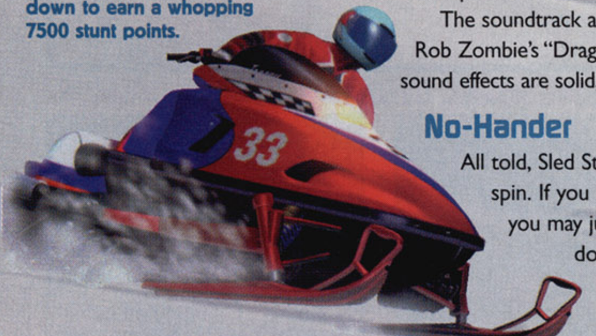
Heel Clicker

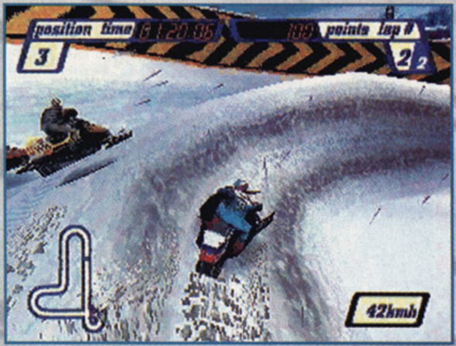
The game's awesome animations also juice the thrills. The riders lean heavily through turns, slip smoothly off the sled for tricks, and splatter painfully across the snow during wrecks. The tracks are less eye-catching—they're hardly eyesores, but they tend to all look the same. Best of all, the frame rate's clean and quick, and the pop-up's minimal in the one-player mode—though in split-screen modes, the pop-up becomes much more problematic.

The soundtrack also shreds with kick-ass tunes such as Rob Zombie's "Dragula." While the engine roars and other sound effects are solid, the cheesy character voices are grating.

No-Hander

All told, Sled Storm's definitely worth taking out for a spin. If you don't plan on much multiplayer action, you may just want to rent it, but whatever you do, don't miss out on this absorbing adrenaline rush. G





PROTIP: For sharp turns, it's crucial to use the lean (press and hold L1 or R1) to cut through the corner without losing speed.

GRAPHICS 4.0

Fluid animations bring the races to life as riders rocket through hair-raising stunts and crunching collisions. The tracks look solid and the races are speedy, but the pop-up in multiplayer races gets really distracting.

SOUND 4.0

You'll crank up the thumping Rob Zombie tunes, but you'll mute the corny character voices. The in-race sound effects are respectable, but not amazing.

CONTROL 4.5

Sled Storm's controls nail the feel of a snowmobile with enough realism to be cool, not annoying. They're comfortable, easy to learn, and a big part of the game's fun.

FUN FACTOR 4.0

Despite a few flaws, Sled Storm's addictive arcade racing, sharp controls, and outrageous tricks combine for some sizzling fun. The one-player game's a tad short on depth, but it's still a rowdy ride you shouldn't miss.

KONAMI
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ACE COMBAT 3
electrosphere

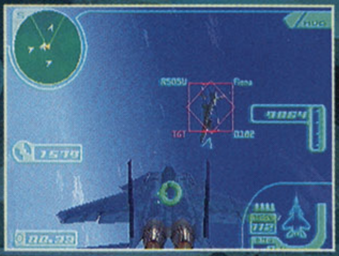
BY BROTHER BUZZ

- Published by Namco
- Price not available
- Available now in Japan
- Air combat
- 1 player
- ESRB: Not available

OVERSEAS PROFILE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.0

ACE COMBAT (known as Air Combat in the U.S.) is making its third pass through Japanese PlayStation skies, and the jet fighting's as crisp as ever. However, there's also a lot of politics crowding the screen, which sometimes bogs down this supersonic flight.

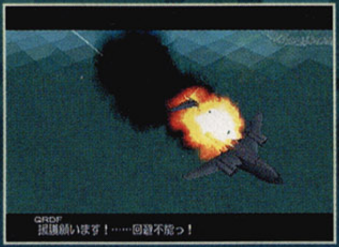


PROTIP: You're the fastest thing in the skies; don't overshoot your target on the first pass.

Flying Aces

This time around, you're sort of a high-altitude policeman whose task is to battle the evil forces of General Resource, a money-grubbing mega-corporation that dominates the Ace Combat world. Ace puts you at the controls of a formidable squadron of aircraft. As in all AC games, you fly with familiar behind-the-jet or inside-the-cockpit views, and the easy-to-read radar and slick heads-up display enable you to track bogies until you're within range to launch missiles.

Early on, most targets are easy pickings, but later, air and ground missiles thwart your attacks, often sending you down in flames. Luckily, Ace's solid controls enable you to turn and burn.

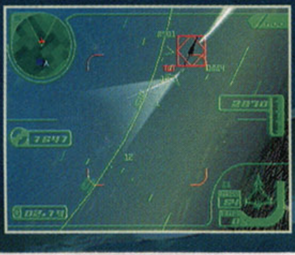


PROTIP: You can outrun missiles. Hit afterburners, watch your radar, and veer sharply away.

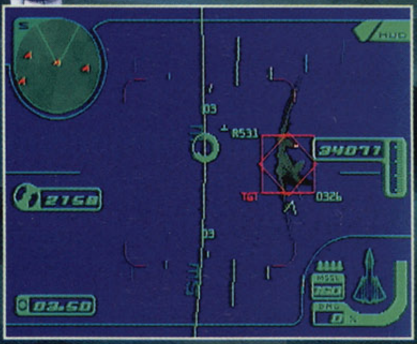
No Time for Talk

Ace Combat's a visual tour de force with nicely tuned audio—but sometimes that's a problem. The gameplay graphics and views are excellent, but to get to the action, you plod through a dizzying multimedia news-feed (similar to Soviet Strike's) that updates the ever-changing political climate. This being the Japanese version, it's maddeningly long.

When you get to the actual combat, Ace Combat 3: Electrosphere is aces all the way. There's probably a complex and compelling story line here, too—hopefully the English-language version (due here in early 2000) will make it a plus, not a minus.



▶ PROTIP: Zero in on airborne targets. Identify them, and when you hear the target-lock tone, hit the afterburners and fire.



PROTIP: The high-altitude Blackbird does not function well below the stratosphere. Stay in dark blue skies and avoid cloud cover.

TINY TANK
UP YOUR ARSENAL

BY BOBA FATT

- Published by Sony Computer Entertainment America
- $44.99
- Available September
- Action/adventure
- 2 players
- ESRB: Teen

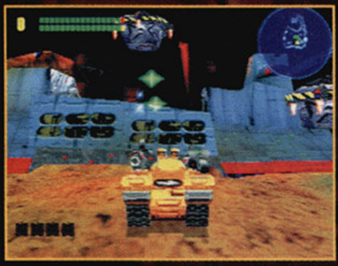
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5

TINY TANK'S TRIP to retail stores has been delayed so many times that we'd almost forgotten about the tough tyke. It's been a while since we reviewed this sharp game (see ProReview, February), so here's a recap of Tiny's cool action/adventure game now that he's finally rolling onto shelves.

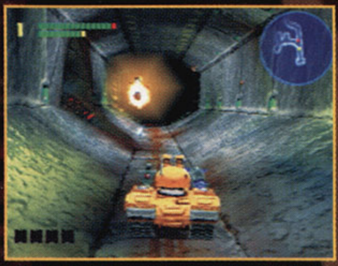
TITANIC TINY

As Tiny Tank, you're reactivated after two centuries of sleep after machines have taken over Earth and relegated humans to subterranean dwellings. The well-executed story is spliced with hysterical behind-the-scenes footage starring Tiny, who's a foul-mouthed diva.

Tiny's challenging and creative single-player mission-based levels are the game's highlights, delivering fun shooter action and platform-style puzzles. You can even snag your enemy's weaponry or steal their brains to make your own weapons smarter!



PROTIP: To avoid the cargo ship's deadly cannon, keep moving through the teleporters–but make sure to shoot that cargo in the air!

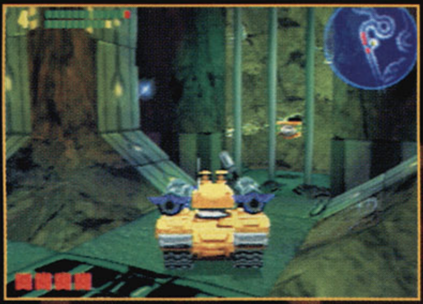


PROTIP: In the rock tunnel, put all of your brains on one forward-firing gun–it'll be a constant assault on the incoming rush while you maneuver.

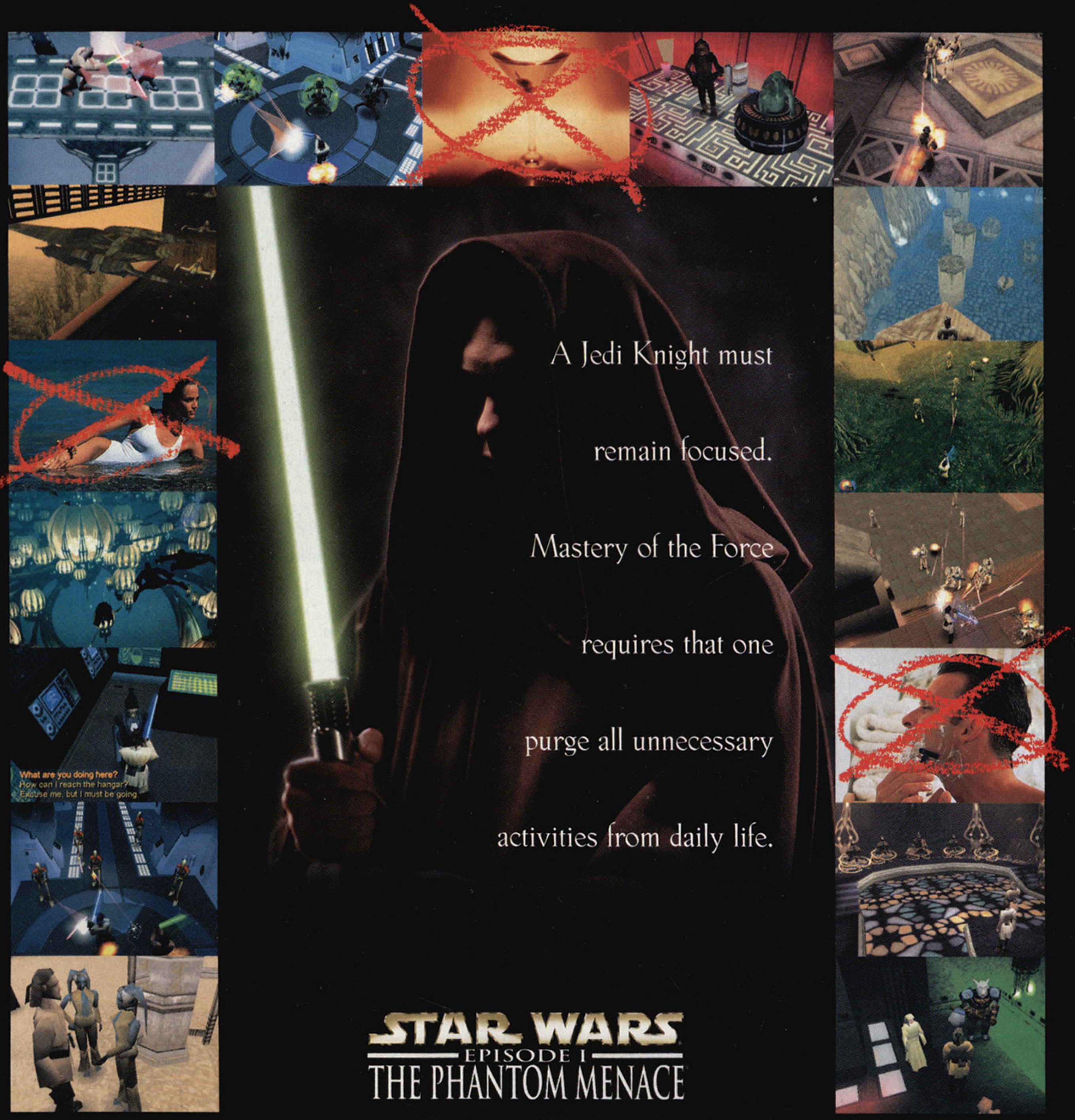
TECHNICALLY TIGHT TANK

Explosive lighting effects lead the full-scale visual assault that pits Tiny in expansive environments with no clipping, very little pop-up and, best of all, very good camera control. Completing the audio/visual adrenaline hit, Tiny's furious sound effects provide bellowing crashes and blasts while the quirky soundtrack's variety keeps each level fresh and distinct. The highly responsive controls are a breeze with the analog stick, but directional pad response is sluggish, making for a whole new level of difficulty. If you still don't have a Dual Shock controller, Tiny Tank will be a tremendous letdown.

Tiny's only serious drawback is its disappointing head-to-head mode: Slowdown and muddy controls make movement and aiming extremely difficult. Nevertheless, Tiny's solo game is phenomenally fun, and it's packed with great touches everywhere—you can even wear the cowboy hat of one of your victims. Lock and load for Tiny Tank!



PROTIP: Lend your Teeny Weeny Tanks a brain to put them in gather mode, and they'll retrieve this power-up for you.


What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going
A Jedi Knight must
remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.
STAR WARS
EPISODE I
THE PHANTOM MENACE

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*. As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.

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Chocobo Racing

BY BOBA FATT

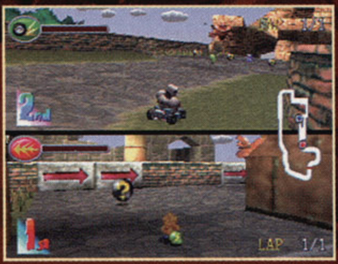
- Published by Square EA
- Price not available
- 2 players
- Available August
- ESRB: Everyone
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.0

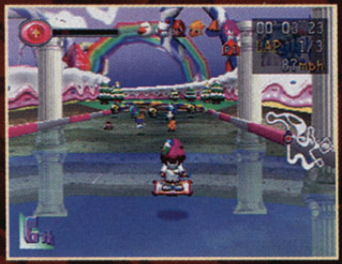
PLAYING CATCH-UP is rare for Square EA, the RPG pioneer, but mascot racers are a far cry from role-playing games. As a result, Chocobo Racing stumbles in the tire treads of Mario Kart for the Nintendo 64.

Chocobo's hook is the opportunity to race famous Square characters such as Chocobo the bird creature and Cloud Strife from the Final Fantasy series. The spotty gameplay, however, focuses more on weapon strategy than road racing, creating frustrating outcomes. Plus, the graphics and sounds need gas. The track designs are bland, and the character sprites contain violent pixelization. Moreover, phenomenal opening full-motion video cut-scenes give way to goofy pop-up-book story-telling, which suffers from a lack of character voices. Only Chocobo's nerve-snapping chirp stands out amongst the cliché sound effects and candyland score.

Chocobo Racing's a decent choice if you're looking for a benign racer and can't wait for the final verdict on Crash Team Racing (for more info, see "Sneak Previews" this issue), but it provides little personality and no innovation.



PROTIP: Even when in front, use the Speed Charge as an acceleration device–it doesn't have to be a weapon!



PROTIP: In Story mode, the battle will be lost or won with crystals.

Konami Arcade Classics

BY BAD HARE

- Published by Konami
- $29.99
- 2 players
- Available August
- ESRB: Everyone
- Coin-op collection

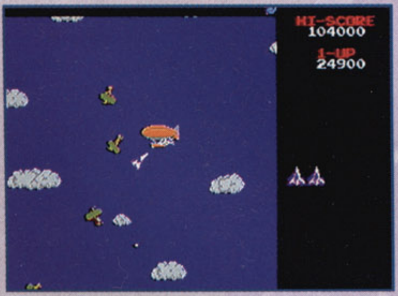
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	4.5

KONAMI HAS CRACKED open the vaults to resurrect 10 arcade oldies for the PlayStation—and time has been remarkably kind to these classics.

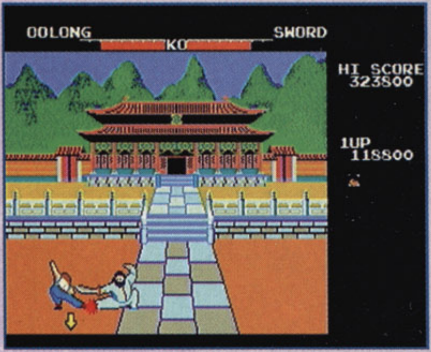
Games like Roc 'N Rope and Pooyan aren't household names, but they're still loads of fun and represent important evolutionary steps in the history of video games. Yie Ar Kung Fu, for instance, feels like a spiritual prequel to Virtua Fighter 3. Other games such as Circus Charlie and Shao-Lin's Road have no modern equivalent, making them all the more interesting.

These gems have been nicely preserved in their 2D enormous-pixel glory complete with plinky sounds and scratchy speech samples. Analog stick support would have been a great upgrade (especially to Time Pilot and Gyruss), but these are direct emulations—no tweaking allowed (except for being able to save high scores to the memory card).

They may be dusty and obscure, but the collection of games in Konami Arcade Classics offers unique and surprisingly fresh gameplay. Retro still rocks!



PROTIP: At the end of each round in Time Pilot, dawdle and shoot the enemy planes instead of the mothership for big points.



PROTIP: To defeat Sword in Yie Ar Kung Fu, duck and kick his toe when he sticks it out.

Ultimate 8 Ball

BY BAD HARE

- Published by THQ
- $39.99
- 16 players
- Available now
- ESRB: Everyone
- Billiards

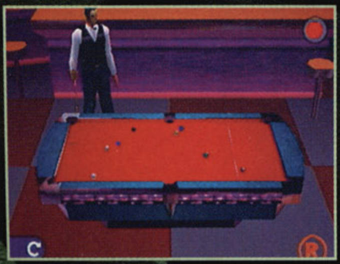
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

IF YOU SURVIVED the recent barrage of billiards games and still want more, THQ's Ultimate 8 Ball racks up something more than just a good engine and game options—it has character.

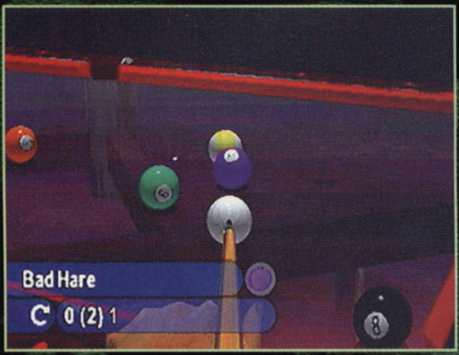
Ultimate 8 Ball presents 14 different pool games on 15 different tables—and the accent is on "different." Sure, you'll see normal rectangles, but you'll also shoot on hexagons and giant Ls. Plus, you'll hustle 18 A.I. players in 10 locales that range from seedy dives to a fiery surprise finale.

This game of stick adequately covers most of the angles. The polygonal opponents provide major personality, and the environments look crisp and distinctive. Sensible analog controls make shooting simple, but some camera views are poor. Unfortunately, the accurate sound effects are shackled to a forgettable instrumental rock soundtrack.

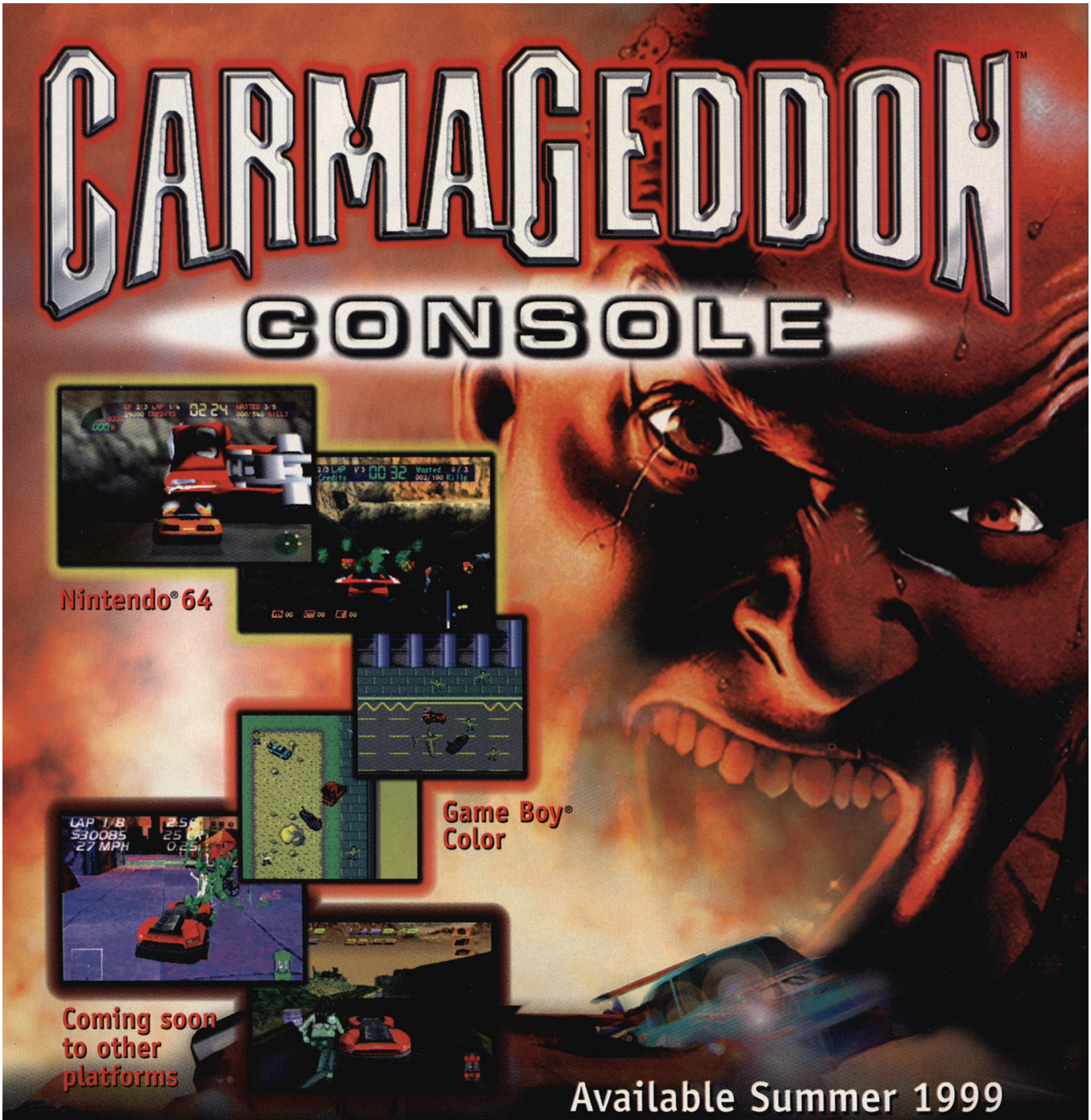
The pool market's flooded, but a nice tutorial, real physics, and fake people help Ultimate 8 Ball float above the bulk of PlayStation billiards sims.



PROTIP: Never shoot without first calculating where the cue ball will end up and what your next shot will be.



PROTIP: In 9 Ball, hit your target ball into the 9 and sink it for a quick win.



Available Summer 1999

- Out-race and out-smash your opponents in the newest installments in the award-winning motorized mayhem Carmageddon™ franchise. There are no rules - just drive to survive!
- Choose from over 20 different vehicles, each with unique handling characteristics.
- Over 30 explorable levels and tracks plus all new areas to be explored.
- Huge assembly of different power-ups and weaponry including car bonuses and zombie effects.
- Total freedom to race, chase and annihilate anywhere on the map.
- Zombie pedestrians and psychotic opponents challenge players' skill and abilities.
- Single player and multi-player action.

BY GAMERS. FOR GAMERS.™

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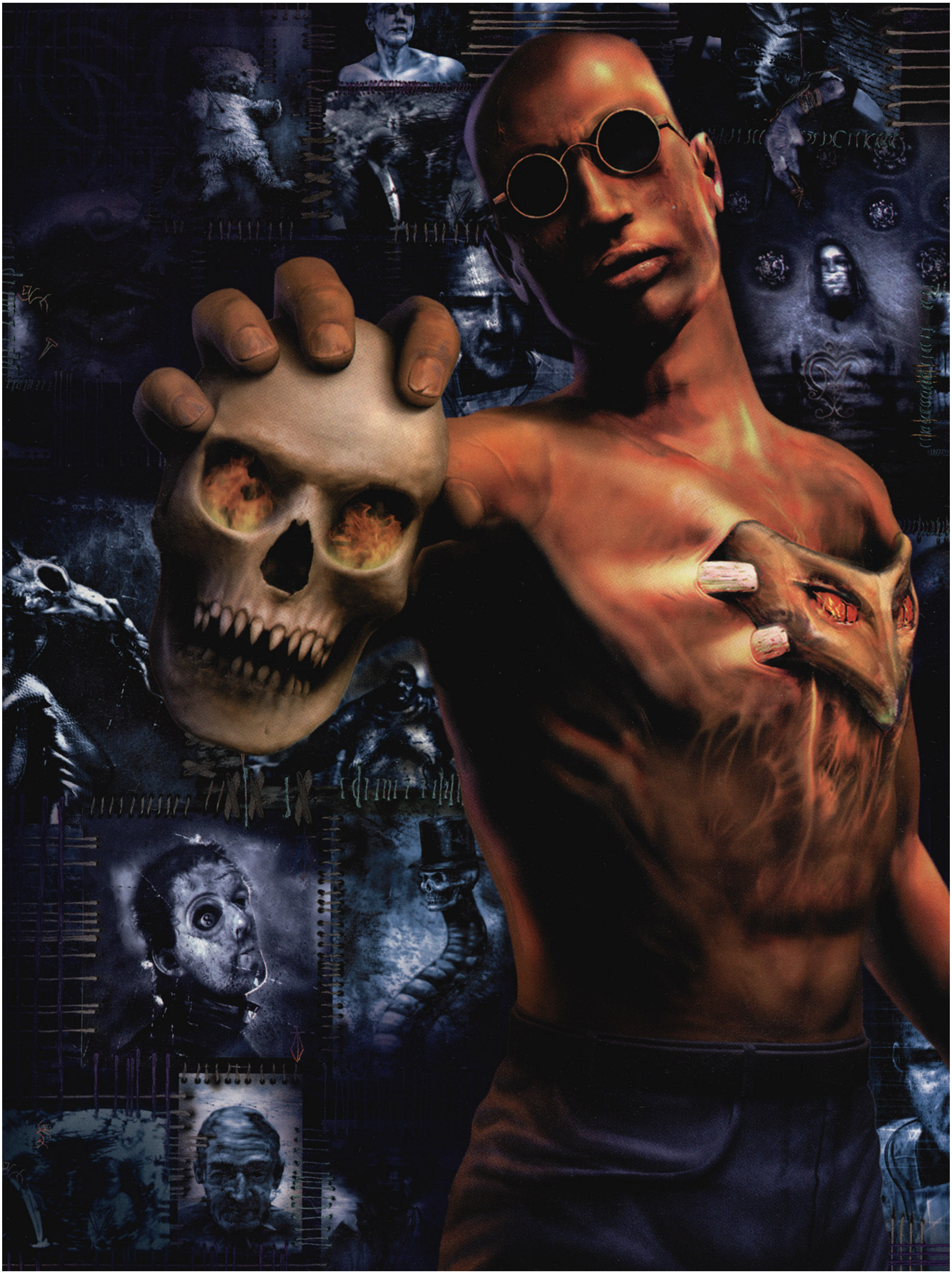

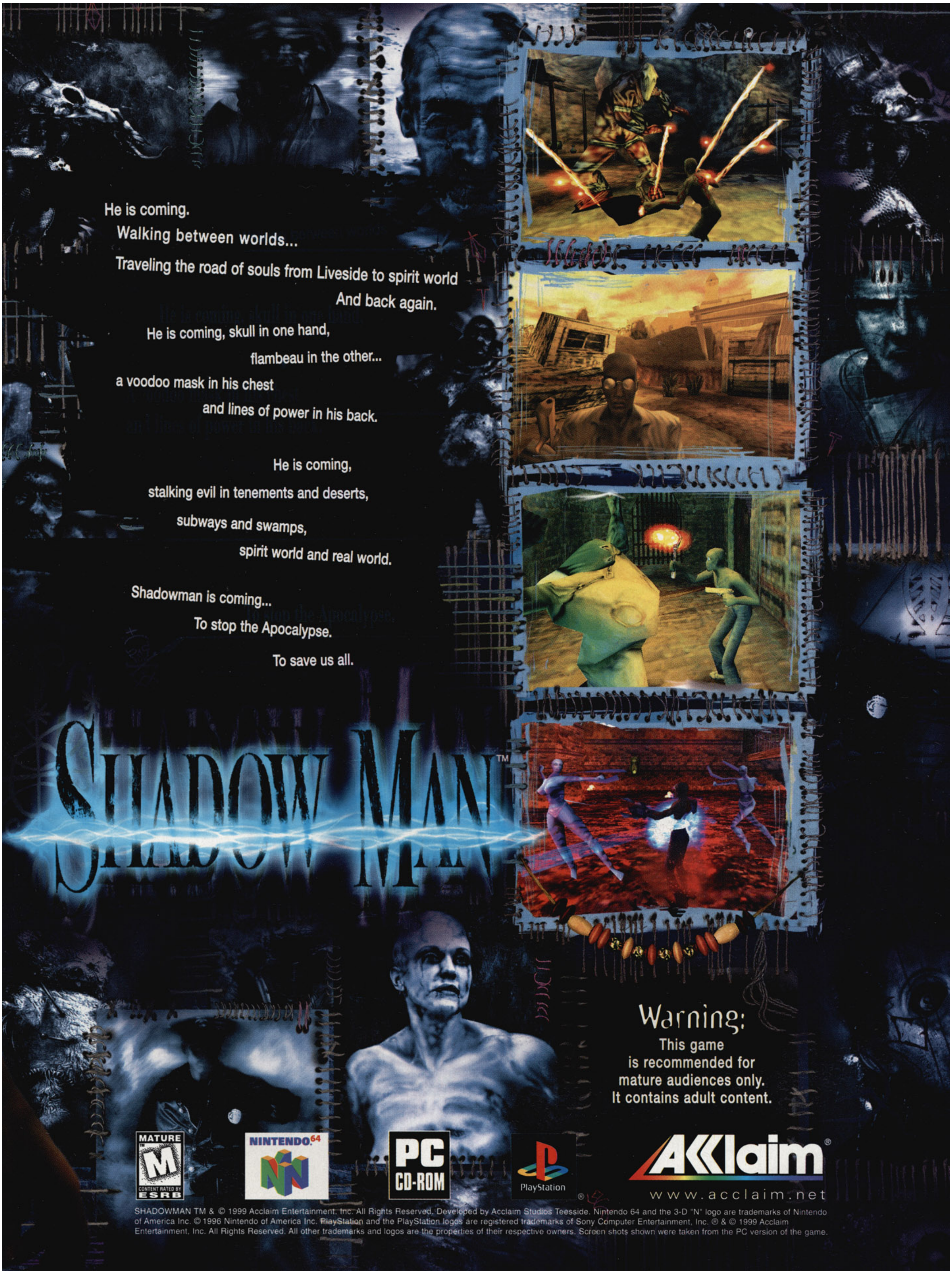

He is coming.
Walking between worlds...
Traveling the road of souls from Liveside to spirit world
And back again.
He is coming, skull in one hand,
flambeau in the other...
a voodoo mask in his chest
and lines of power in his back.

He is coming,
stalking evil in tenements and deserts,
subways and swamps,
spirit world and real world.

Shadowman is coming...
To stop the Apocalypse.
To save us all.

Warning:
This game
is recommended for
mature audiences only.
It contains adult content.

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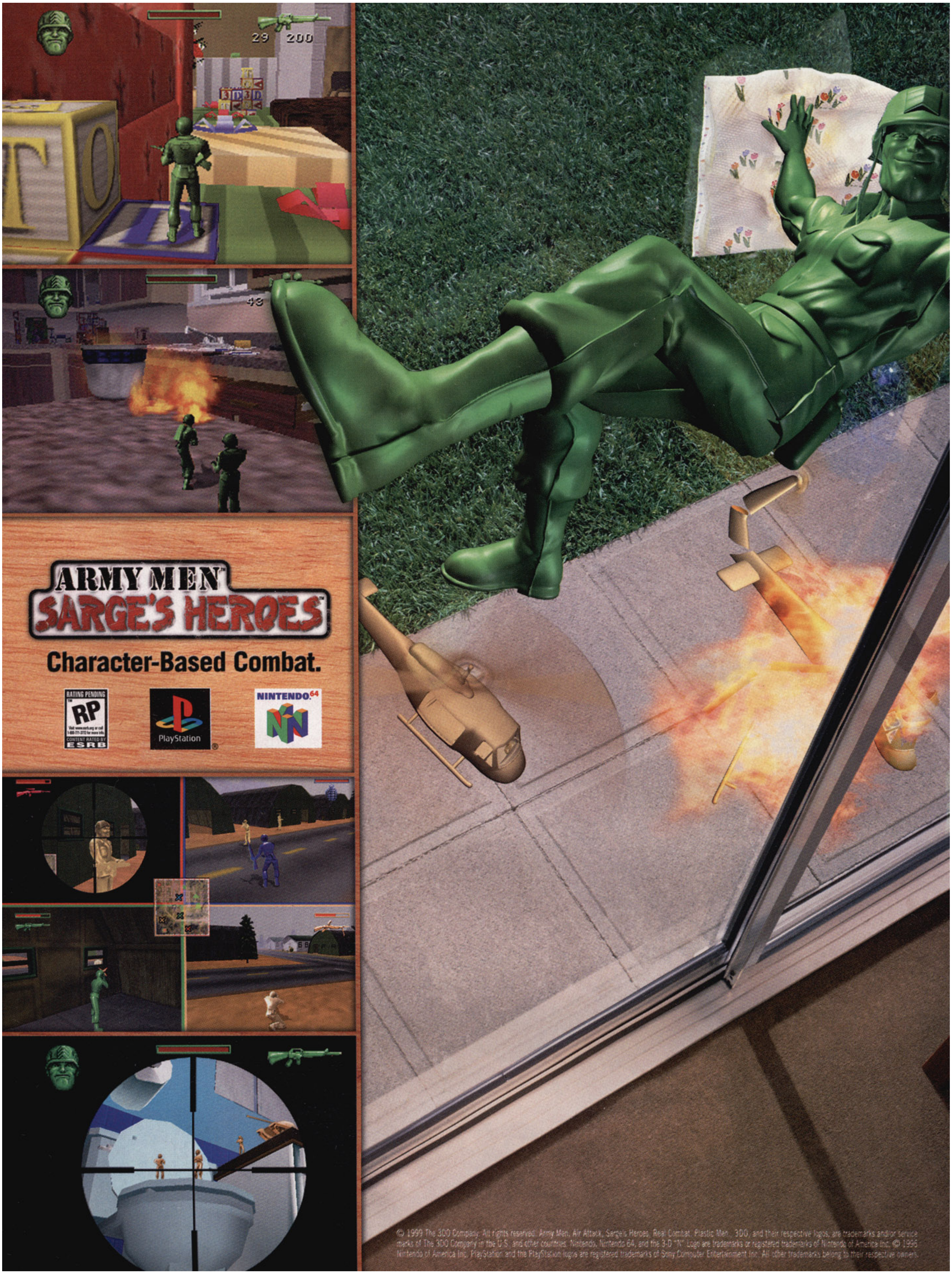
29 200
43
RATING PENDING
RP
CONTENT RATED BY ESRB
PlayStation
NINTENDO 64

ARMY MEN™ SARGE'S HEROES™

Character-Based Combat.

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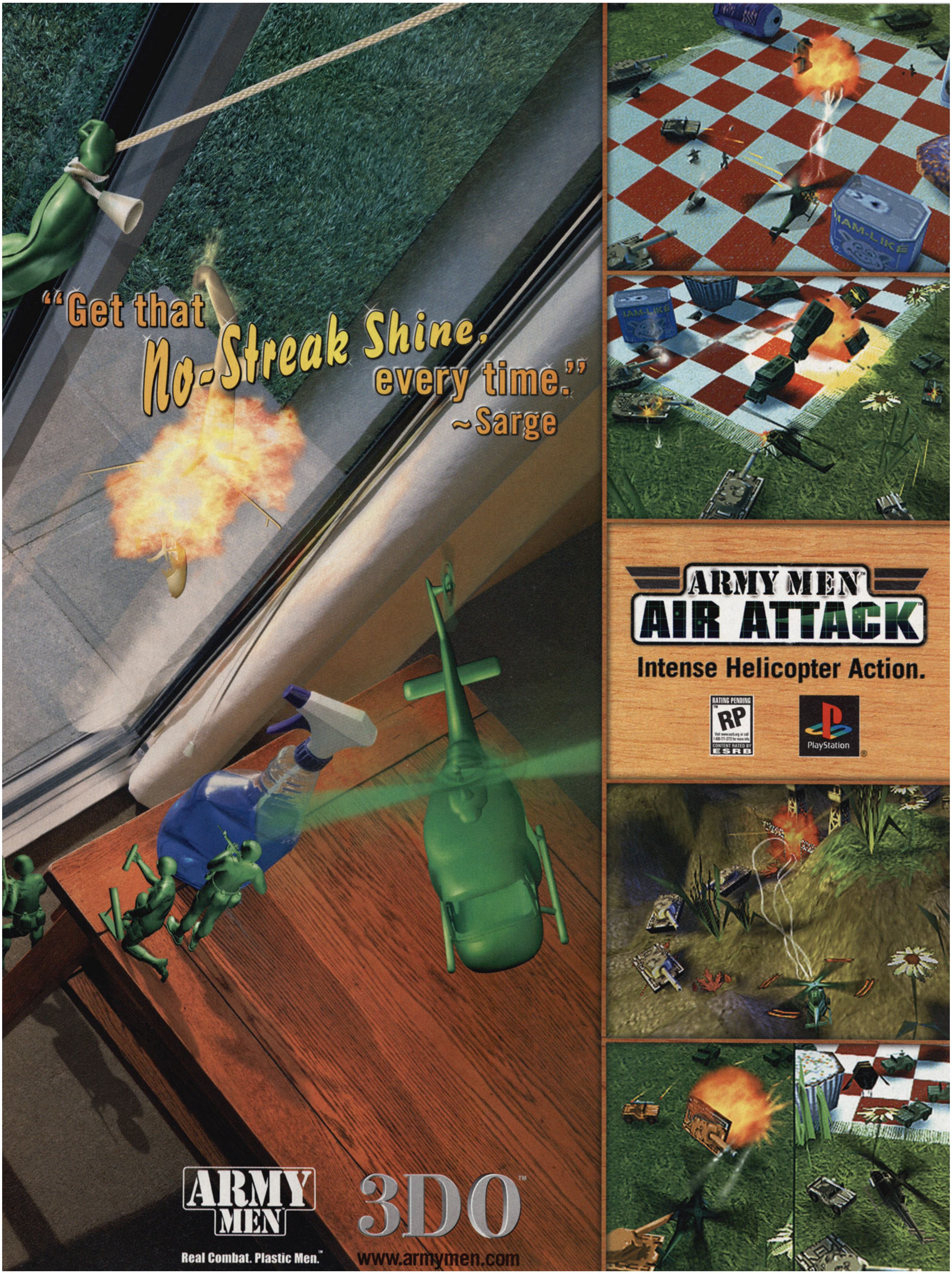
"Get that
No-Streak Shine,
every time."
~Sarge
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Intense Helicopter Action.
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Visit www.esrb.org or call 1-800-771-3772 for more info.
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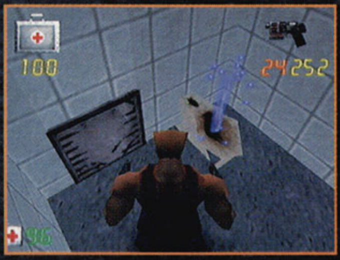
Real Combat. Plastic Men.™
3DO™
www.armymen.com

BY ATOMIC DAWG

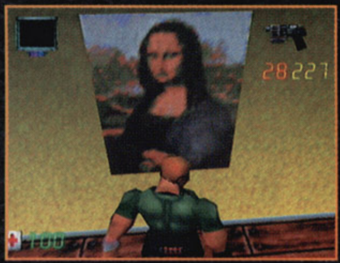
- Published by GT Interactive
- $54.99
- Available now
- Action/adventure
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

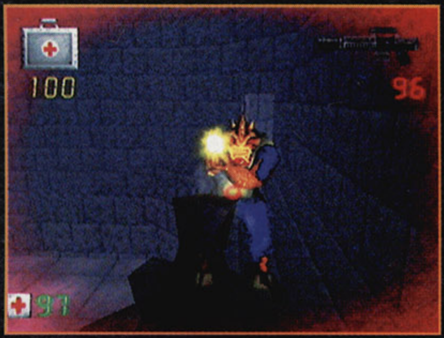
DUKE NUKEM ZERO HOUR™



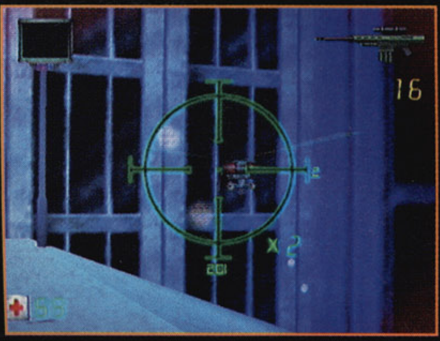
PROTIP: Remember the locations of fire hydrants and toilet bowls. Drinking from them is a free power-up!



PROTIP: Rescuing Babes causes your health to rise 10 units. This, however, is Leonardo's Mona Lisa–not a Babe.



PROTIP: Pigs and lizards will materialize out of thin air. Listen for transporter sounds.



◀ PROTIP: You can use the Sniper Rifle to take out robot machine-guns. The Grenade Launcher works, too, but you might blow a hole in a platform.

Duke Nukem: Zero Hour is part trashy Turok, part gory GoldenEye—and all Duke! This game wallows in its Mature rating, so pre-seventeens, the gun shy, the squeamish, and the politically correct should just stay…make that *run* away.

PORK-FRIED ACTION

Zero Hour continues the Duke Nukem saga that began on the PC. The evil space hogs have returned to make Earth a gigantic pig sty—and this time they're using time travel to wipe out mankind! It's the perfect setup for Duke's hard-hitting 3D action/adventure run-n-gun gameplay as you hunt extraterrestrials from post-apocalyptic New York City to the Old West and Victorian England.

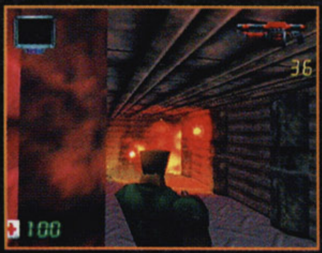
You play from a behind-Duke view as you engage in close combat encounters with 26 types of E.T. meanies that overrun 22 levels. You can also battle your friends in rockin' multiplayer action across 14 unique levels.

The gameplay's tuned to near perfection so there's never a dull moment. There's also a fair amount of exploration that's nicely mixed with the action, which is good because the levels are humongous and the alien scum are deadly. Moreover, you can't save a game until you beat a level. You definitely get plenty of bang for your gameplay buck here.

"FRESH HARDWARE!"

Zero Hour's solid controls make you the Master of Mayhem. They're nicely tuned to the always-on-target game cam, keeping the action hot and heavy. It's a breeze to cycle through weapons (up to 20 types), even in a fire fight, and with eight preset control configurations, Duke's easier to play than ever.

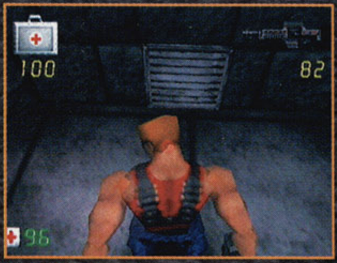
Fans will find the visuals and the sounds familiar and fun. New Duke enlistees, however, should be prepared to shred pigs into pulp and splatter zombies. Of course, Duke's one-liners carry the audio show with classic Duke-isms like "Grooovy!" and "Let's rock!" joined by a few more…uhhh, rougher lines. Zero Hour also makes great use of environmental effects, so grunts and engine sounds provide key gameplay clues.



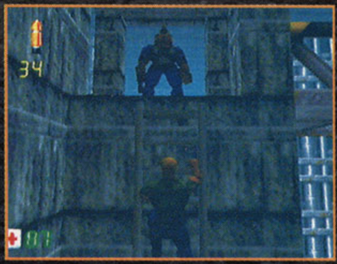
PROTIP: When you hear suspicious creature sounds coming from around a corner, consider launching grenades, radium cyanide shells, or pipe bombs.

"HAIL TO THE KING, BABY!"

As Duke Nukem might say, this is "another piece of butt-kick pie!" It's all about hard-chargin', alien-zapping action with attitude. If it's time for you to become an M-rated gamer, it must be Zero Hour.



PROTIP: Air vents signify secret passageways where cool gear awaits.



PROTIP: Moving Duke slightly with the joystick sometimes enables you to peer around corners or over the tops of ladders.

GRAPHICS 4.0

The animation's sometimes stilted and hokey, like during Duke's runs and jumps. But the facile game cam is tightly tuned to the 3D gameplay. Also, there are cool combat effects, and the creature graphics are solid. Expect to see some gore.

SOUND 4.0

Zero Hour compels you to keep the sound turned up. It's all about "Duke-isms," baby! There are plenty of 'em with lots of attitude. Hard-rocking "Duke" intro music mainlines adrenaline at the get-go. Environmental sounds actually assist your gameplay.

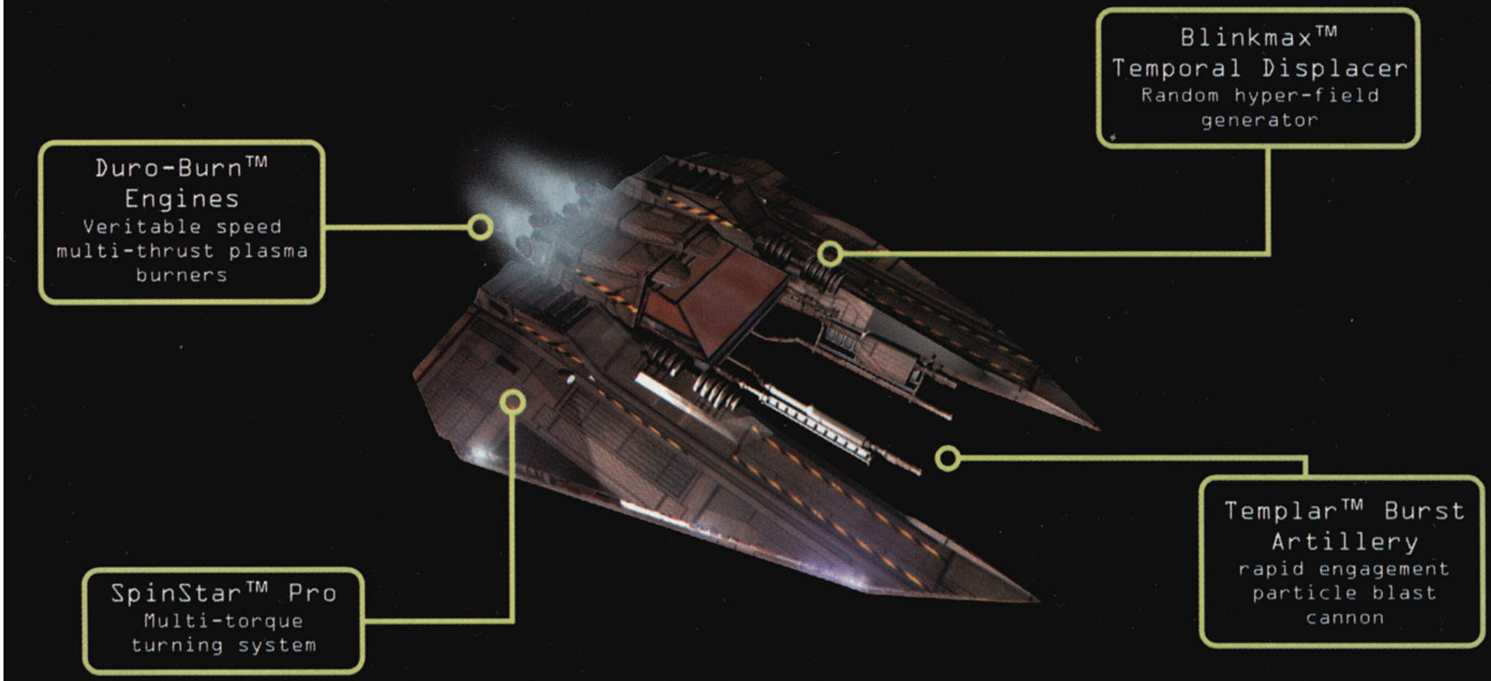
CONTROL 4.0

A good job of game tuning here. The controls manage a wide variety of weapons and gear with ease. You can even magnify the cool sniper view and reload on the run. Eight control configurations and your choice of gunsights are a plus.

FUN FACTOR 4.5

The run-n-gun fighting rocks, and there's just enough puzzle-solving and exploration to keep the game interesting. Moreover, the single-player mode is an epic-length adventure. Mated with the multiplayer games, Duke gives you more than your money's worth.

MORE FIRE POWER. FEWER QUARTERS.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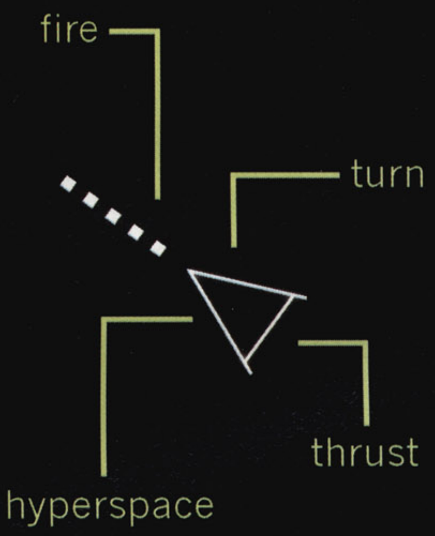
Temporal Displacer
Random hyper-field generator
Duro-Burn™ Engines
Veritable speed multi-thrust plasma burners
Templar™ Burst Artillery
rapid engagement particle blast cannon
SpinStar™ Pro
Multi-torque turning system

ASTEROIDS HYPER 64™

SELECT SHIP
RAPIER
ROTATION
THRUST
SHIELD
FIREPOWER
START GAME
PREVIOUS MENU

Asteroids is back with all the pulse pounding action that made the arcade game an instant classic. Experience 3-D worlds, multiple power-ups, multi-player modes, dozens of new asteroids and enemies in this all-new version of the most addictive gaming experience the world has ever known.

- More than 50 levels in 6 zones
- Incredible graphics and multiple play modes
- Exciting multi-player modes including co-op and death-match
- Dozens of impact shields, power-ups and wild card weapons


fire
turn
thrust
hyperspace

NINTENDO64 RATING PENDING RP CONTENT RATED BY ESRB ACTIVISION. CRAVE ENTERTAINMENT

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ARMY MEN™
SARGE'S HEROES™

BY SCARY LARRY

- Published by 3DO
- $44.99
- Available September
- Action/adventure
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	4.0

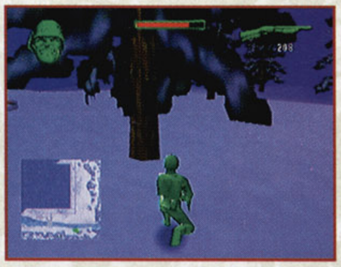
IF YOU WERE the kind of kid that enjoyed melting your plastic army men or setting them up for combat in the car, kitchen, or bathtub, then you'll get a chance to relive your childhood with Sarge's Heroes—except now you get to see them blasted into millions of plastic pieces or crumple into a melted mess. Even better.

Stars and Tripe

Sarge's Heroes, which follows the premise of the earlier Army Men 3D for the PlayStation (in which you hunt down and destroy the Tan army), breaks new ground in its search for interactive environments. You take the fight into the home as your miniaturized soldiers shoot it out on the shores of the bathroom, in bedroom trenches, and on kitchen battlefields.

Sporting much-improved graphics over the PlayStation version, Sarge's Heroes' smooth look and clean details make the game more enjoyable, and ultimately, much more realistic. You'll see tanks go up in blistering flames while you take down enemies with a super-powerful sniper scope and even use a shotgun for close combat. The variety of weapons and well-illustrated backgrounds also make the game more fun than the PlayStation experience.

Sarge's sound is a mixed bag. There are some ear-crunching explosions, nice ambient chopper and tank sounds…and not much else. The game could've used some battlefield radio-chatter or even a yell or two of "Incoming!"—instead you're left with a tame arena of death where a cough might set off a firefight.



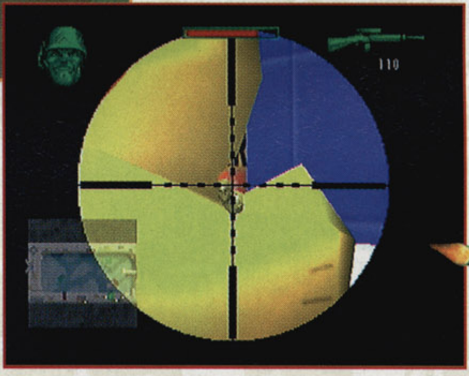
PROTIP: Use tree cover to assess situations and for sniping.

A Casualty of War

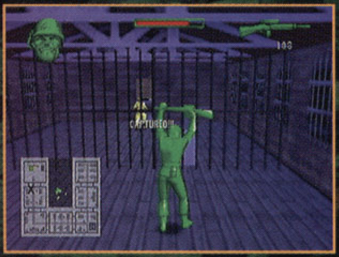
The control is where this battle gets overwhelmed. Switching between weapons is easy; crouching, strafing, and rolling effectively are somewhat harder—but moving your character so he's not constantly in the line of fire garners a dishonorable discharge. The camera veers so far to the left or right (often becoming hung up in the scenery) that you may find yourself running in wide circles just to avoid a bullet in the ass.

Atheist in a Foxhole

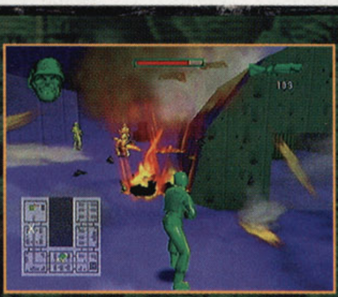
And that's where the game leaves you—wounded. With a better control set, Sarge's Heroes could have been a four-star game instead of the career colonel it turns out to be. War is hell. Sarge's Heroes is heck. Ⓖ



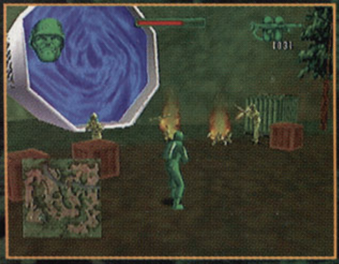
◀ PROTIP: In the first bathroom level, nail the Tan soldier on the rubber duck and the one perched high up on the soap dish.



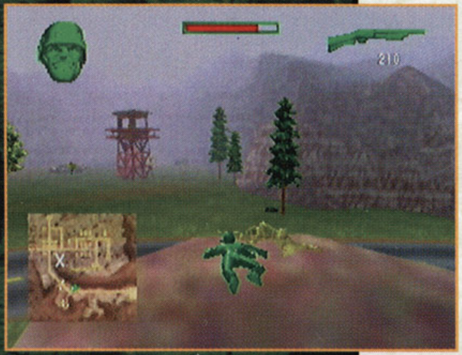
PROTIP: When rescuing Shrap, exit the gated areas or you will be captured.



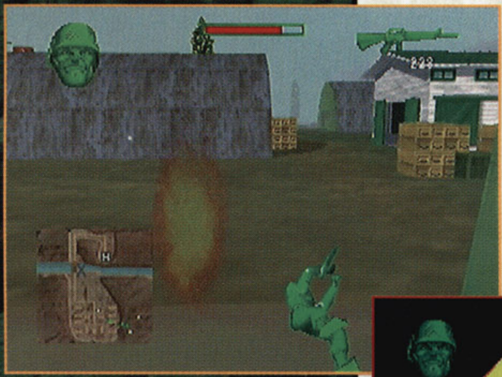
PROTIP: Use oil barrels to your advantage. A chain-reaction explosion is sometimes enough to destroy a tank.



PROTIP: At the end of the Hoover level, there's a swarm of Tan soldiers right at the portal entrance that won't appear until you get close.



PROTIP: In the Riff Rescue level, clear out as many Tans as you can with the sniper rifle. Get to a high ledge and crawl to the edge, then pick them off.



PROTIP: If you're burnt by the flamethrower, stop, drop, and roll to quell the flames.

GRAPHICS 4.0

Much better than those in Army Men 3D on the PlayStation, the graphics in Sarge's Heroes shine like the Fourth of July. (Well, a very foggy Fourth, maybe.)

SOUND 4.0

Maybe the programmers thought "more" was hell, and thus opted for "less." The sounds are solid, but where are the tiny plastic screams of agony, or at least the cry for a medic?

CONTROL 3.0

If a real army moved like this, the war would be over in a day. Bad camera angles, bad movement, jerky controls—you'll shoot yourself in the foot to get out of this chicken outfit.

FUN FACTOR 4.0

Sarge is still large and in charge, but you have to wade through a lot of muck to get to the medal, especially with the controls. Master those, and you shall return for respectable levels of fun.

"The new king enters the ring!"

-GamePro

WF WRESTLEMANIA™ 2000

November 1999

RATING PENDING RP CONTENT RATED BY ESRB

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NINTENDO64

GAME BOY COLOR

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THE NEW TETRIS

BY FOUR-EYED DRAGON

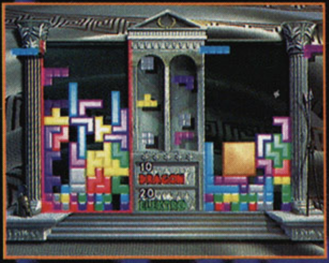
- Published by Nintendo
- $54.99
- 4 players
- Available now
- ESRB: Everyone
- Puzzle

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

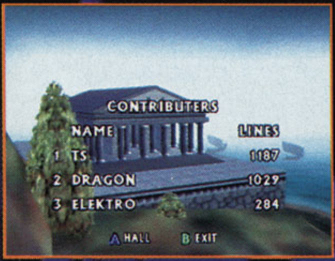
THE MOST REVERED puzzle game of all has been further refined in its latest Nintendo incarnation. The New Tetris has been shaped to near perfection, omitting Magical Tetris Challenge's goofiness and Tetrisphere's awkward gameplay.

Building Blocks of Success

The coolest feature of any Tetris game is the addicting gameplay. Building lines with the variously shaped blocks to defeat your opponent is easy to learn and fun to watch. What makes The New Tetris even more addictive is the challenge of erecting seven new wonders of the world, from an ancient Mayan temple to legendary sites in Japan and Russia. Simply put, the more lines completed, the faster the seven wonders are built. And once one is finished, you're rewarded with a short history lesson on the structure's significance.



◀ PROTIP: You receive more points by making gold or silver boxes with your tetris pieces and then completing lines with them.



CONTRIBUTERS

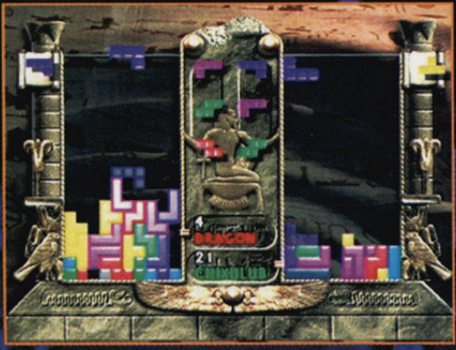
NAME	LINES
1 TS	1187
2 DRAGON	1029
3 ELEKTRO	284

PROTIP: To quickly build Tetris's seven wonders of the world, play your friends with garbage "off" so you can get the maximum amount of lines.

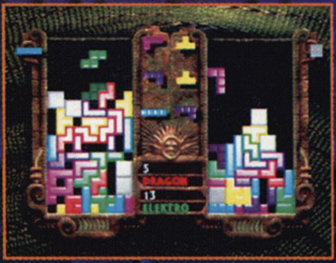
Graphically, whether you're watching blocks fall or looking at a "wonder" that you've built, the game is full of sharp and vivid sprites. TNT also boasts a bumpin' soundtrack that mixes old Tetris tunes with modern techno and driving dance beats. Unfortunately, some of the tracks become annoying, but at least you can choose your tunes. Another annoyance is the sensitive control. With one slip of the directional pad, your perfect tetris can be ruined.

Hip To Be Squared

While not all the pieces fit in place perfectly, The New Tetris is undoubtedly a puzzle that beckons to be constructed. With up to four players able to play at a time, this Tetris is also perfect for parties.



PROTIP: Use the new piece-swapping feature to set up major moves–and to get out of jams.



PROTIP: Watch the shadow of each piece to determine if segments will fit.

TONIC TROUBLE

BY BOBA FATT

- Published by Ubi Soft
- $59.99
- 1 player
- Available August
- ESRB: Everyone
- 3D platformer

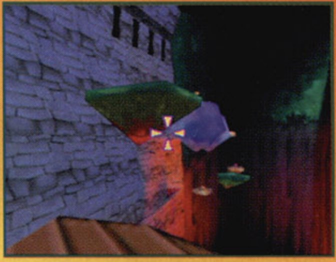
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.0	3.5

IN TONIC TROUBLE, you're Ed, a clumsy alien who dropped a can of mysterious tonic on Earth, causing ecological mutations and evil mayhem. You've been ordered back to clean up the mess, but the tonic has fallen into the hands of the sinister Grögh the Hellish—and it's up to you to stop him.

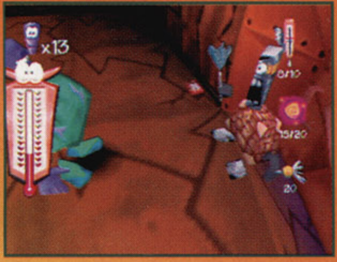
PUZZLE TROUBLES

Tonic plays like a 3D conversion of Super Mario Bros., offering compact subworlds with unique puzzle-oriented challenges rather than vast vistas of exploration. It's a large game, but mini-quests (like finding six springs in a subarea) keep the challenges short and sweet. Ed even grows bigger and stronger, like Super Mario, through the use of popcorn.

Tonic's sparse visuals consist of enclosed spaces with uncomplicated textures. Despite impressive effects like electric bolts and glowing rivers, the overall look is resoundingly mediocre. Luckily, the cinematic score nicely sets the mood for each sub-level's motif while cool sound effects, from the battle cry of Super Ed to the thwip of your dart gun, cure some of Tonic's troubles.



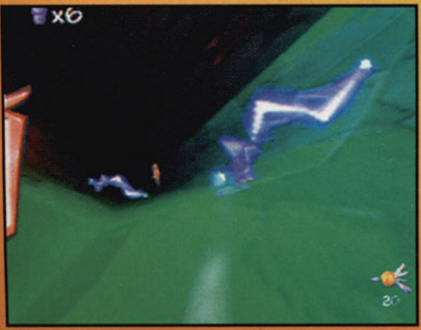
PROTIP: When traveling on moving platforms, stay in site mode with your dart gun to head off incoming goons.



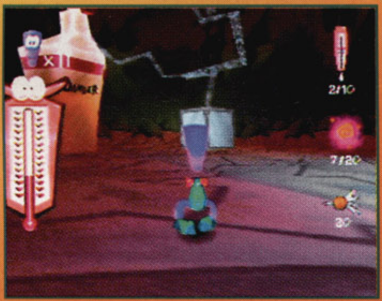
PROTIP: Get this bozo to chase you onto the platform to release the popcorn machine. Then, as Super Ed, slap him silly!

CLUNKY CAMERA

As with most 3D platformers, Tonic has some severe camera problems, such as the Zelda-inspired instant-center feature which creates a camera "cut" rather than a pan, jarring your sense of spatial relations. Otherwise, the controls are responsive and adequate—though not as intuitive as Banjo-Kazooie's, Mario 64's, or Zelda's. In fact, that sentiment just about sums up Tonic Trouble: This is a decent, inspired adventure, but not in the same league as Nintendo's heavyweights.



Lighting effects like lightning bolts and downhill sledding are the highlights of Tonic Trouble.



PROTIP: To cool off that super-popcorn spitter, bring the block of ice to its exhaust port.

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PC CD-ROM

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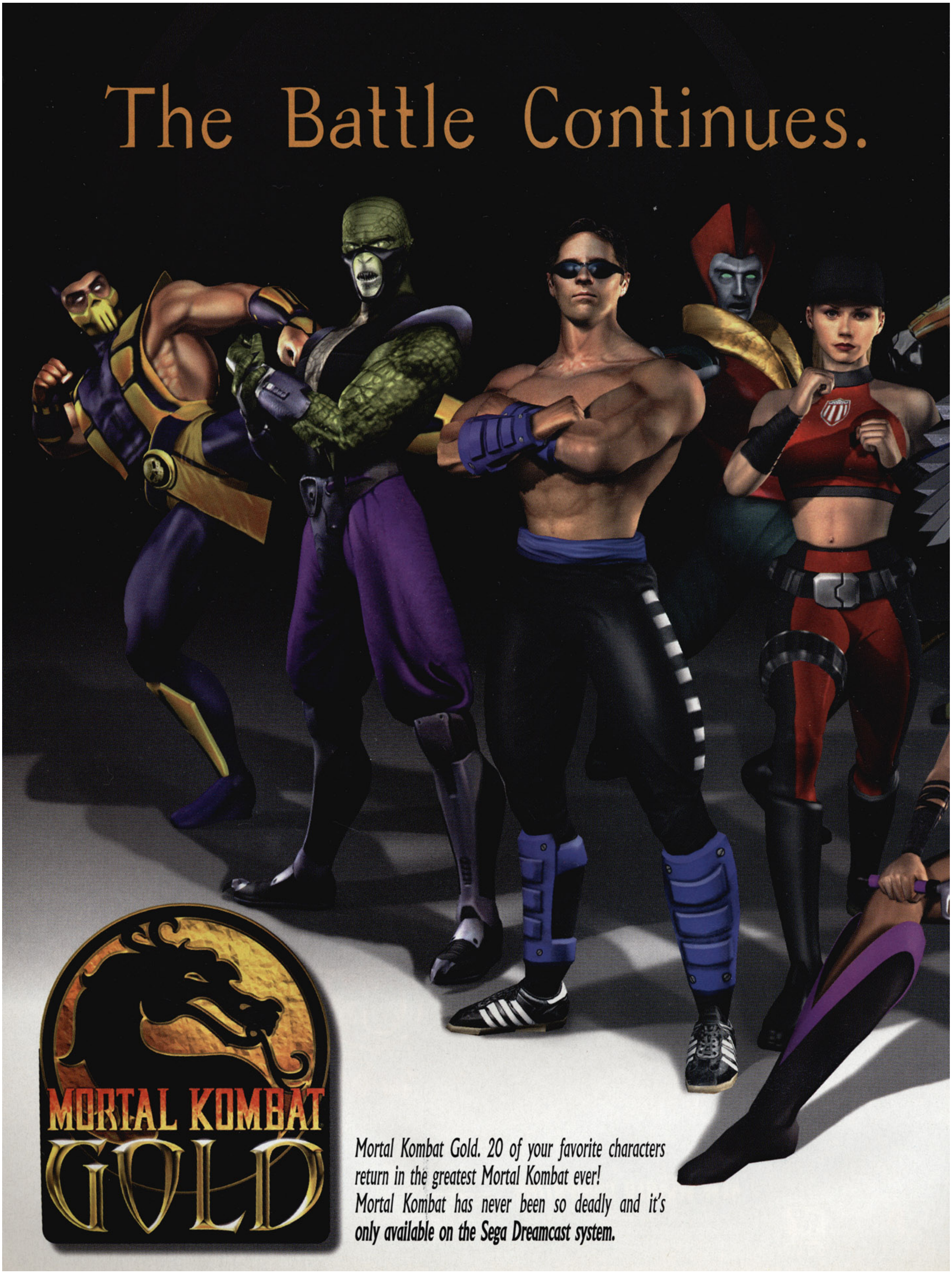
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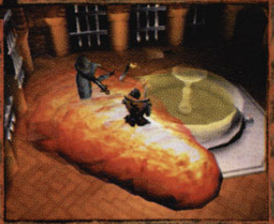

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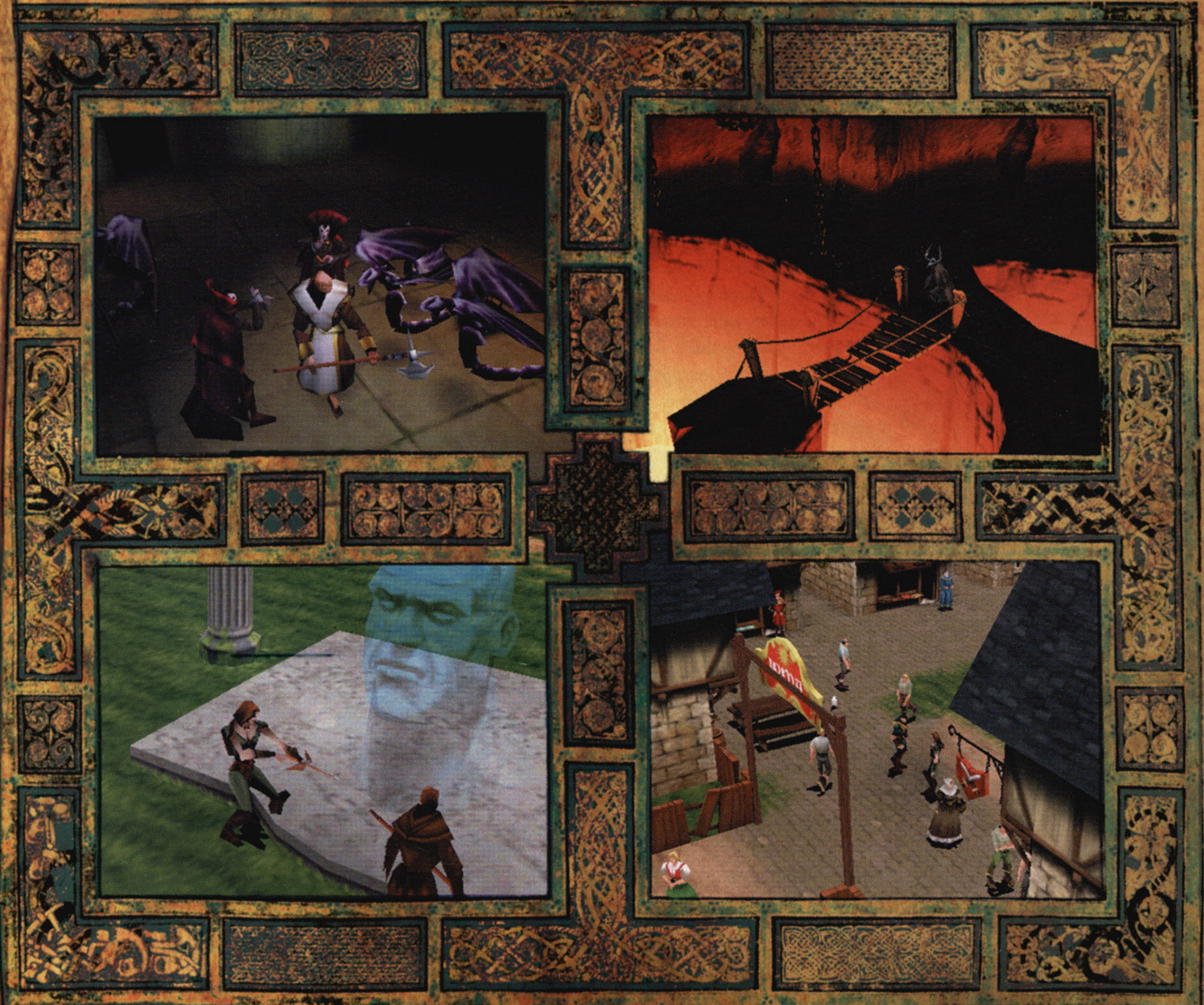
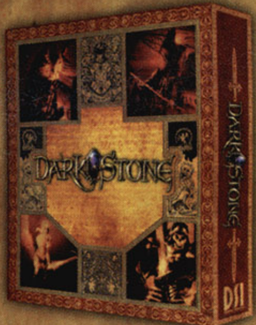


DARKSTONE



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www.godgames.com

BY THE ROOKIE

- Developed and published by EA Sports
- Target release date: September

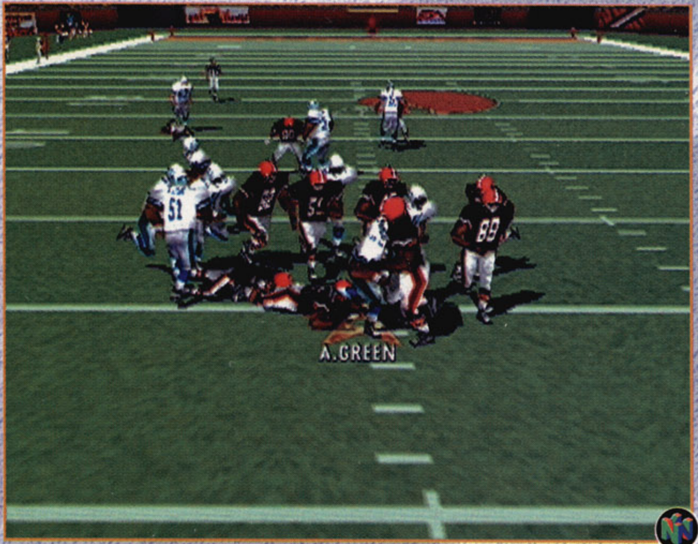
HANDS-ON

PlayStation Nintendo 64

Madden NFL 2000

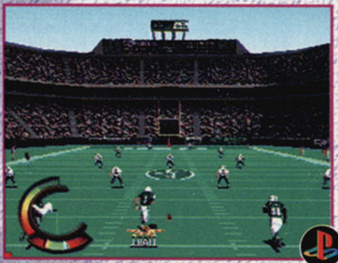
The Stuff of Legends

EA Sports is bearing down in the trenches with the newest upgrade to its gridiron monster, Madden NFL 2000. In addition to retaining all the classic Madden gameplay features, EA's biggest task was to speed up the otherwise sluggish frame rate to produce the ultimate pigskin experience. Also on tap for this year's game are more realistic player models created by using multiple body sizes—quarterbacks won't look the same as linemen, and so on. Along with the play editor and franchise mode, PlayStation owners will get a situation creator that enables them to devise any predicament imaginable: for example, having to come back from a 10-point deficit with under two minutes to play. You can even throw yourself into a historical game at the most critical point and try to attain victory. Equally impressive is the new Madden challenge available on both systems: By meeting certain statistical goals such as throwing for 300 yards in a game or running a kickoff for a touchdown, you'll gain access to secret teams, stadiums, and other hidden delights.



Madden is poised to knock helmets with NFL GameDay 2000 on the PlayStation and NFL Quarterback Club 2000 on the N64 in an all-out gridiron war.

EA SPORTS
CARDINALS
THE REFEREES WANT TO DISCUSS A PENALTY.



Pigskin Powerhouse

Madden is once again shaping up to be a major contender as it returns to both the PlayStation and Nintendo 64 consoles. In addition to enjoying its improved frame rate, hardcore sim gamers will be thrilled by Madden's updated franchise mode, which enables multiple users to trade and handle salary caps over consecutive seasons; the new route-based passing attack that allows you to lead your receiver with a pass before he makes his cut; and the enhanced running game.

In the preview versions for both the PlayStation and N64, Madden NFL 2000 looked like it was well on its way to superstardom. Graphically, both versions were tight—especially on the Nintendo 64 with the Expansion Pak, the player models looked great and the new animations and post-play taunts were awesome. The sounds and in-game effects for both versions were coming along nicely, and N64 owners will be glad to know that EA Sports has expanded Madden 2000's audio commentary. If everything proceeds as planned, expect the king of the gridiron to keep its crown.

NFL GameDay 2000

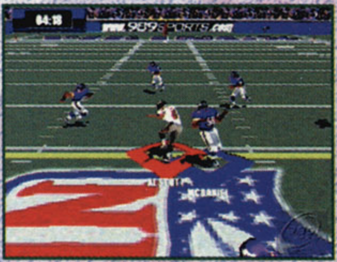
BY THE ROOKIE

- Developed and published by 989 Sports
- Target release date: September

HANDS-ON

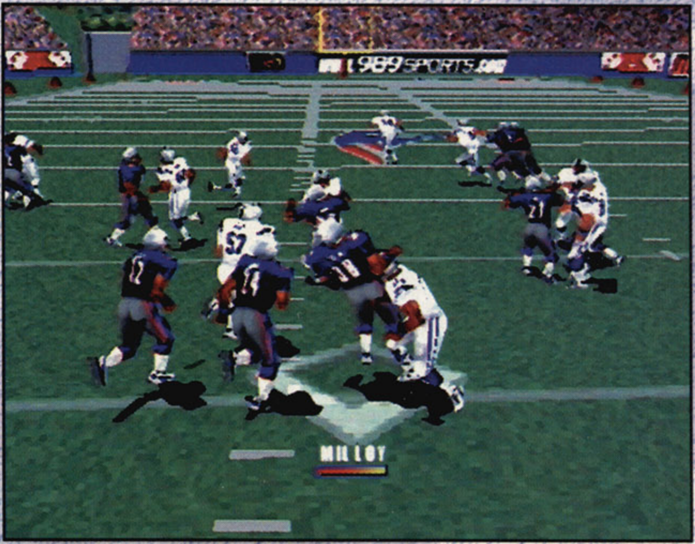
PLAYSTATION

Hall of Fame Features

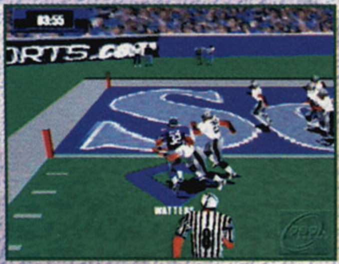


The race for this year's Super Bowl champ is definitely up for grabs as NFL GameDay 2000 charges out of the locker room with an already fast-playing, sim-intensive game. In seasons past, Madden was the undisputed king when it came to features, but this year that's not the case: GameDay 2000's features roster is stacked with outstanding options that would thrill even Tom Landry.

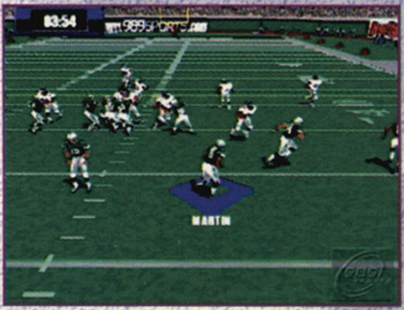
First off, GameDay introduces a Dynasty mode that enables gamers to control every aspect of their team. You'll have to deal with players retiring by filling their positions, signing players whose contracts have expired, and drafting new talent (you can even import graduating seniors from NCAA GameBreaker 2000)—all while staying under your team's salary cap. Once you've filled your roster, you'll engage in preseason contests to see if your new rookies will make the team (just like in the MLB franchise). From there, it's on to the big time—and, if you're good enough, Super Bowl glory.

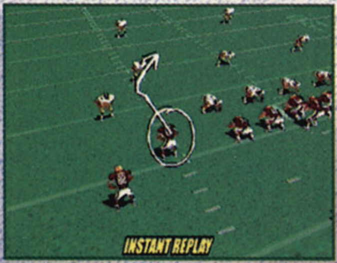


NFL GameDay 2000 is looking to rock the competition with excellent gameplay and a deep features roster.

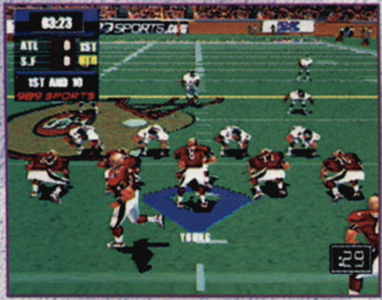


Other outstanding features include a play editor that enables you to design your own offensive and defensive plays, and a Practice mode where you can put all your team's plays through their paces—including the ones you've created.



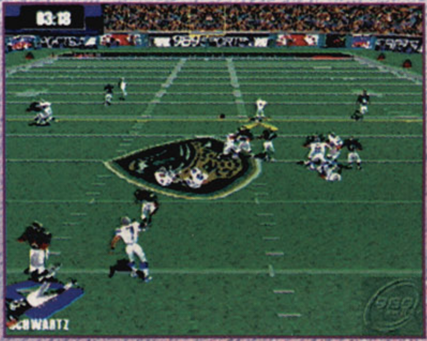


Lombardian Proportions



The GameDay franchise has been thrilling the football crowd with awesome graphics, and GameDay 2000 is primed to do the same this season. The player models are once again phat and in your face: Hulking linemen gather in the trenches to do battle while the field generals run the backfield, scrambling and dropping bombs. Plus, the game's frame rate is still sizzling even in the early playable we fired up. Additionally, GameDay 2000 will feature a telestrator just like the one on TV that will illustrate well-executed plays during the replay. As far as control and sound go, they're both on the right track. The players responded well to all commands and actually broke tackles rather than just falling down when touched. This year's audio is definitely shaping up to be better than last year's: Phil and Dick are back calling the shots with much more varied, in-depth commentary.

If 989 Sports can keep on track with what it has planned for NFL GameDay 2000, you can look for a heated race between it and Madden. Until the final reviewables arrive, neither can be declared the season favorite—but one thing is certain: GameDay 2000 is a strong contender.



NFL Blitz 2000

BY BOBA FATT

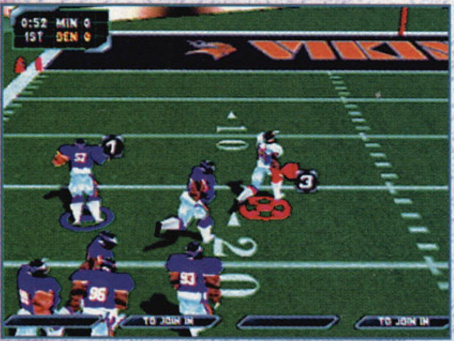
- Developed and published by Midway Home Entertainment
- Target release date: September

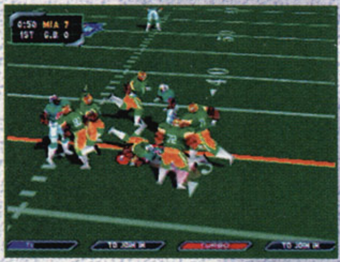
HANDS-ON

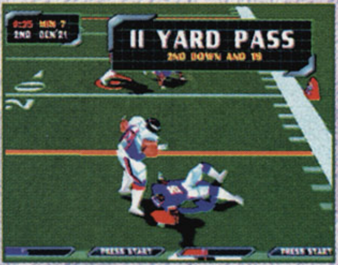
Nintendo 64

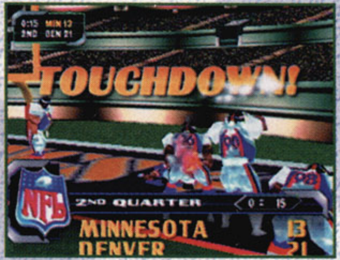
NFL Blitz is back on the N64 with some new moves and features. Midway's working hard on making Blitz 2000 the champ of over-the-top football and is certainly blazing trails with a new four-player mode, an on-fire option, and gobs of revised animations. All this machinery may come at a price, though—the preview version had significant slowdown when the going got bloodthirsty. Hopefully, Midway will correct that.

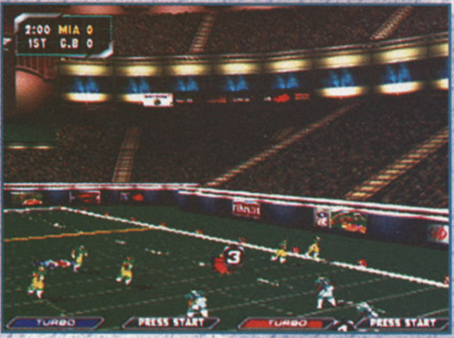
Blitz 2000's revised and expanded playbooks add a significant amount of strategy to last year's pithy arsenal, while the new punting interface allows for more complete control. Best of all, the three top-C buttons are specifically designated for receivers, so you can play either a Blitz- or Madden-style passing game. Graphically, the new animations already rock—you'll ventilate, eviscerate, and humiliate your opponents with that trademark Blitz trash-talking style. Midway had also promised that this year's edition would tone down the A.I.'s catch-up cheating, but that wasn't apparent at this stage of development. Fortunately, it still has time to perfect Blitz's red zone efficiency—let's hope for a TD on the final drive. Ⓖ

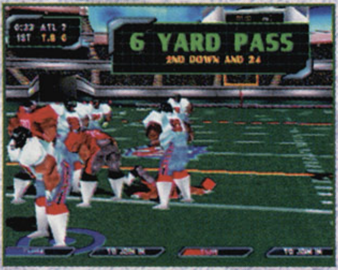


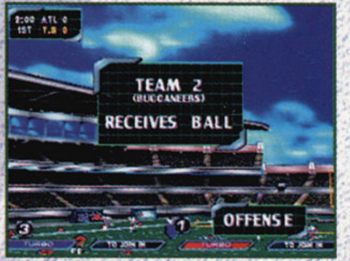












NFL Blitz 2000

BY BOBA FATT

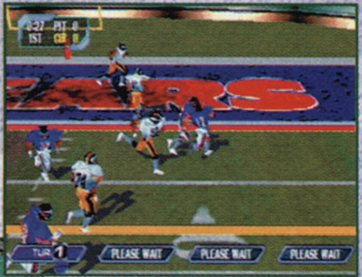
- Developed and published by Midway Home Entertainment
- Target release date: September

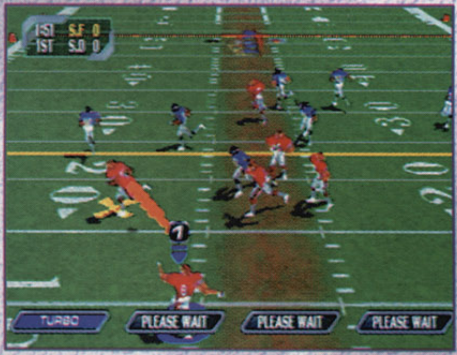
HANDS-ON

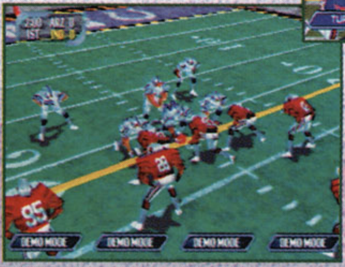
PlayStation

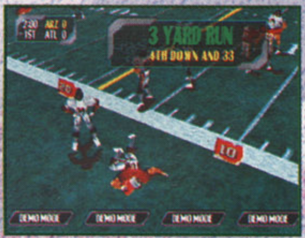
The magnificent fury of NFL Blitz is clearly bursting the seams of the PlayStation's 32-bit processor, but Midway is nevertheless trying to sate its rabid fans by cramming as much wholesome mayhem and nutritious agony into Blitz 2000 as possible. In an attempt to pack all the punch of the latest arcade blitzkrieg, Blitz 2000 offers four-player simultaneous matches (via the multitap) and a new on-fire mode for more opponent-humiliating, arthritis-inducing obliteration. In addition to the new animations, catch phrases, and stadiums, improvements like difficulty adjustment, manual punting, and multiple selectable playbooks will kick up the Blitz formula a couple of notches.

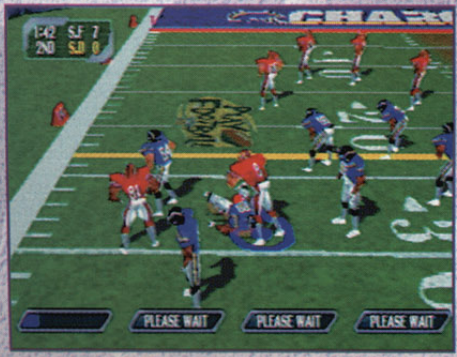
In the preview version, Blitz was ponying up as a poster boy for the PlayStation's technical limitations—clipping, sound drop-off, and murky textures may sack the PlayStation version this fall when fans see how superior the Dreamcast and N64 versions of Blitz turn out. There are a lot of technical hurdles ahead for this same on the PlayStation—let's hope Midway Home Entertainment can leap them! Ⓖ

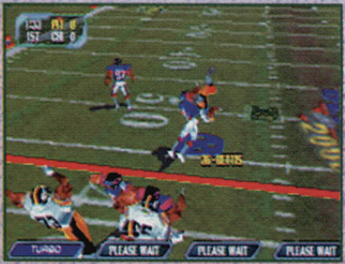


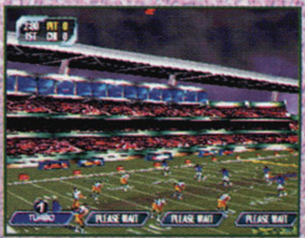












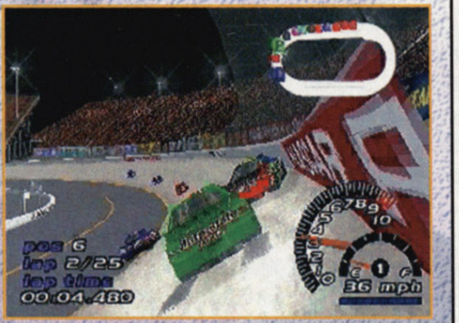
BY AIR HENDRIX

- Developed by Stormfront Studios
- Published by EA Sports
- Target release date: September

PlayStation

HANDS-ON

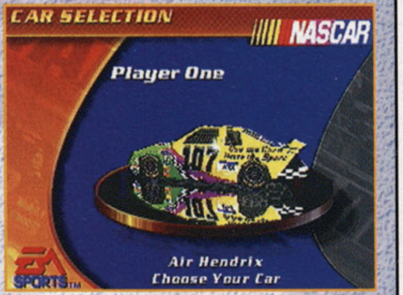
NASCAR 2000

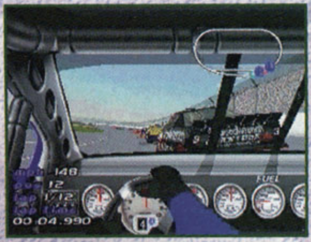

pos 6
lap 2/25
lap time
00:04.480
36 mph

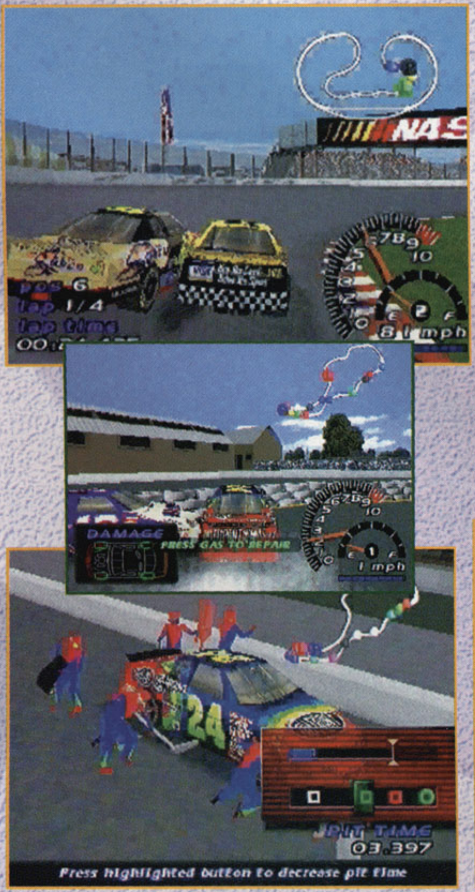
THE MOST IMPRESSIVE thing about NASCAR 2000 is its sizzling roster of new features. Racers will be able to create their own drivers, devise their own seasons that focus on, say, superspeedways, or race through a two-player season against a friend in split-screen action. Five new fantasy road courses will add some variety to NASCAR's "keep turning left" theme, while a short-pit option lets you factor pit stops into quick races, which maintains some authenticity for those who don't have the stomach to race all 5 zillion laps of a real race.

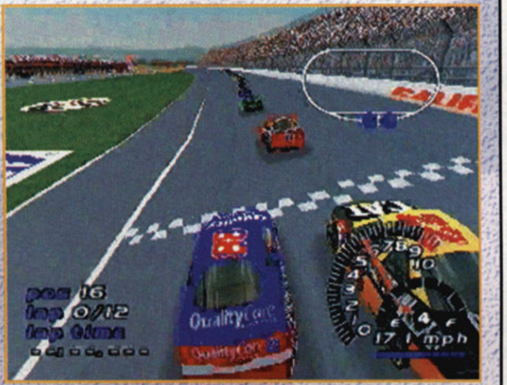
Plus, interactive pit stops involve you in how fast your crew can get you back on the road: If you successfully keep pace with some PaRappa the Rapper–style button-pressing sequences, you're back into the action a few seconds quicker, which can be a huge advantage. The cars' handling has also been greatly improved—even the preview version sported a more natural, comfortable feel. Visually, the snazzy new car models gleamed, while the pop-up has been significantly (though not entirely) reduced. Barring a last-minute blowout, NASCAR 2000 for the PlayStation looks like it's headed for the winner's circle again.

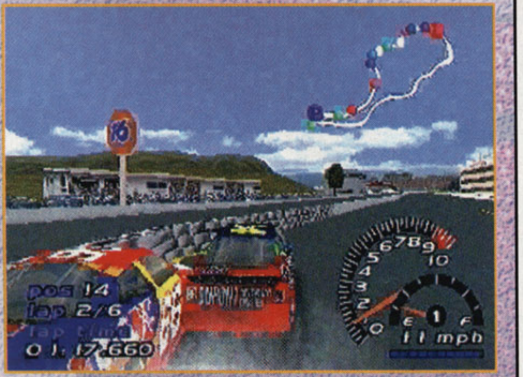
pos 5
lap 2/25
lap time
00:05.445
57 mph


CAR SELECTION
NASCAR
Player One
EA SPORTS
Air Hendrix
Choose Your Car


148
12
1/12
00:04.990
FUEL


NAS
pos 6
lap 1/4
lap time
81 mph
DAMAGE
PRESS GAS TO REPAIR
1 mph
PIT TIME
03.397
Press highlighted button to decrease pit time


pos 16
lap 0/12
lap time
171 mph


pos 14
lap 2/6
lap time
01:17.660
11 mph

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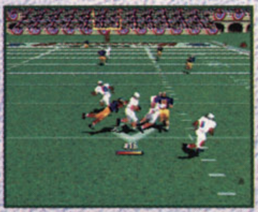
NCAA GameBreaker 2000

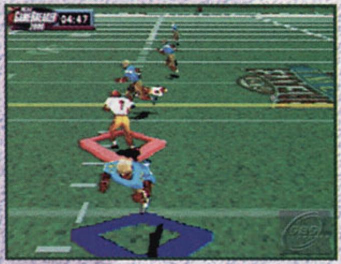
BY THE ROOKIE

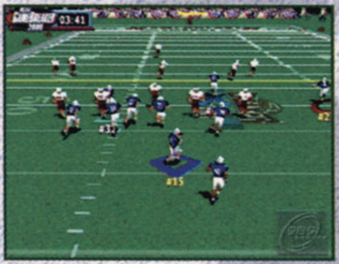
- Developed and published by 989 Sports
- Target release date: August

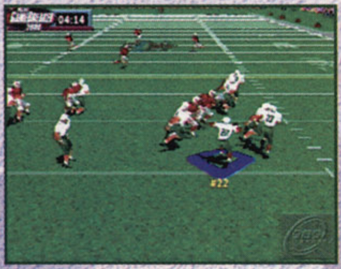
HANDS-ON

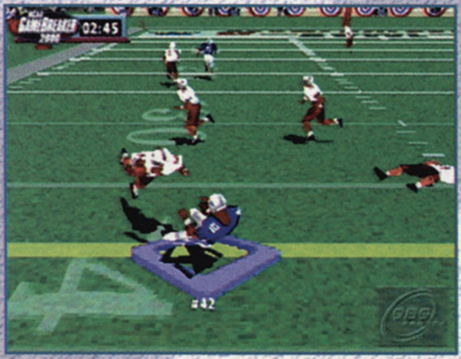
PlayStation





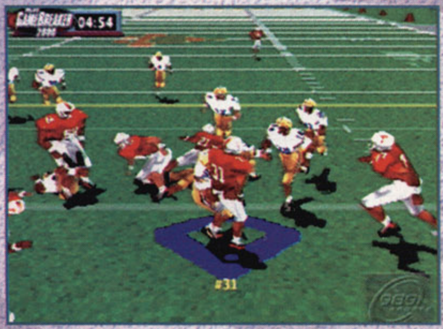






989 Sports is crashing the college gridiron with NCAA GameBreaker 2000. To keep pace with NCAA Football 2000's features (see "Sports Pages," August), GameBreaker 2000 is introducing a Career mode that enables gamers to assume the duties of a head coach, an offensive or defensive coordinator, or a special-teams coach. Excelling in any of these roles will lead to promotions or better coaching jobs at top-ranked schools. Other features include a new Pummel command to deliver harder-hitting tackles, the ability to download graduating seniors and place them into NFL GameDay 2000's draft, as well as new animations such as cut blocks, players who stumble and extend their arms for a first down, and more.

The preview version of GameBreaker played smoothly, and the virtual athletes looked tight. Not much had changed with the controls, which is good, because they were still extremely responsive. The bone-jarring effects were in place—but 989 is still tweaking Keith Jackson's commentary. Though it remains to be seen whether GameBreaker will take the title from NCAA Football, fans of the franchise are sure to like GameBreaker 2000's new upgrades. G



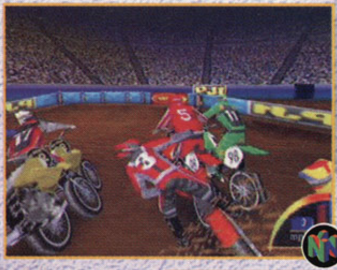
Supercross 2000

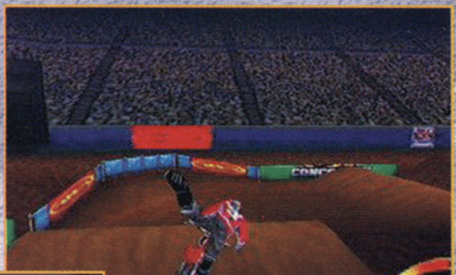
BY AIR HENDRIX

- Developed by MBL Research
- Published by EA Sports
- Target release date: October

FIRST LOOK

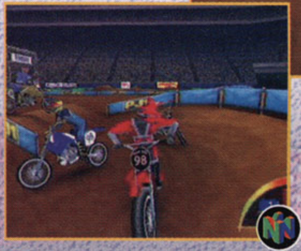
PlayStation Nintendo 64

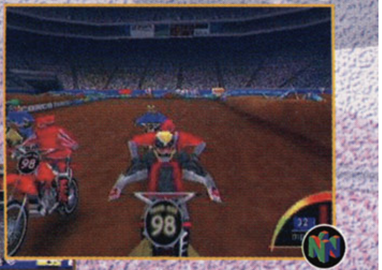


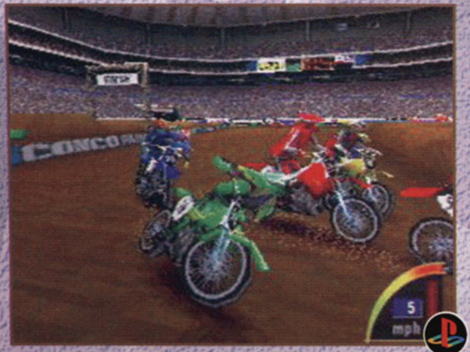


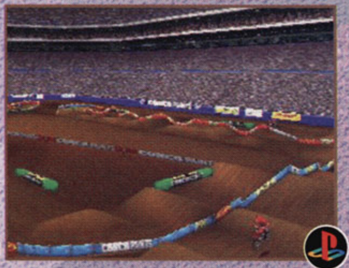
Supercross has been burgeoning in popularity lately, and EA Sports is the latest to get its tires dirty with Supercross 2000. The game looks to satisfy both racers and freestylers with full-season supercross action and trick-packed freestyle jump-off contests. Players will be able to chose 25 "top" pros, though their names weren't available at press time. The bike lineup includes Honda CRs, Yamaha YZs, Kawasaki KXs, and Suzuki RMs, and gamers will also be able to create their own riders.

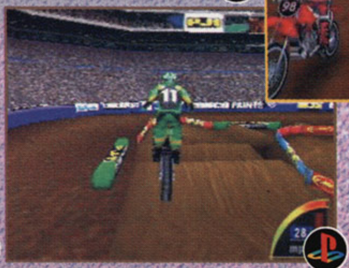
The racing is set in stadiums replete with triple jumps and tabletops, and as the lap count grows, ruts and grooves will form, affecting the handling. On the freestyle side, riders will be able to pull off dozens of stunts ranging from tail whips to nac-nacs. Throughout both styles of racing, EA Sports is promising to deliver realistic physics and handling. Finally, Supercross 2000 will provide two-man commentary led by David Bailey, and two players will be able to race in a split-screen mode. G











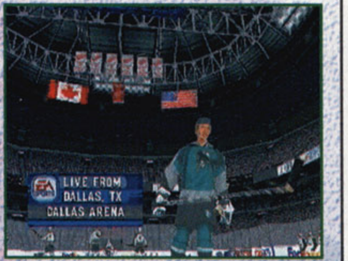
BY AIR HENDRIX

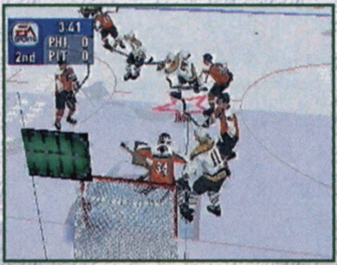
- Developed and published by EA Sports
- Target release date: September

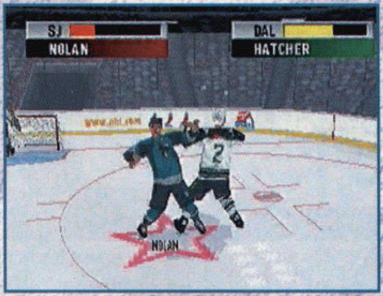
HANDS-ON

PlayStation

NHL 2000

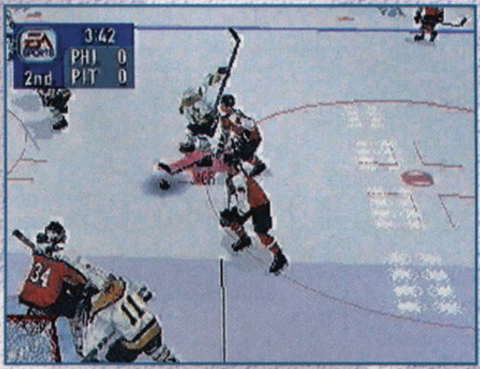


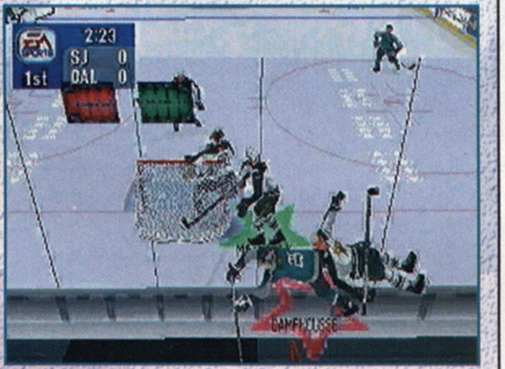




After several seasons of falling short of the greatness that the NHL series achieved way back in the Genesis days, EA Sports looks like it's finally on the right track with NHL 2000. In the preview version we played, the frame rate was already much more snappy and playable, and the passing and skating controls were crisper and more comfortable. Two of the game's new additions, the big hit and big deke buttons, also added a lot. The deke gives you a shot at showing off your superstar skills and slipping past the defense, while the big hit takes mayhem to new levels with bone-crunching checks.

The Dynasty mode will also be a huge plus for hardcore hockey fans, allowing them to play a team through multiple seasons. However, there was still no sign of time-outs, a basic of hockey that was M.I.A. last year and that hopefully will manage to be "in the game" this year. Fighting's also been overhauled for a faster-paced button-masher feel, while some nice new graphical touches, like spraying ice on fast stops, should improve the game's style. With its fun-oriented high-octane style, NHL 2000 looks like it's headed for a year at the top of the standings.





3:56
PHI 0
2nd PIT 0

3:26
PHI 0
1st PIT 0
KOVALEV

2:03
SJ 0
1st DAL 0
DAMPHOUSSE

26:2
PHI 0
1st PIT 0

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NBA Basketball 2000

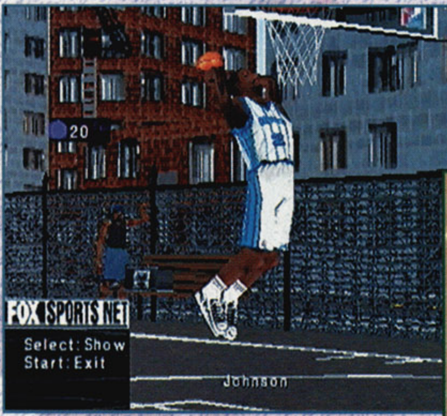
BY DAN ELEKTRO

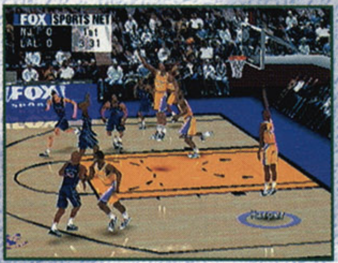
- Developed by Radical Entertainment
- Published by Fox Sports Interactive
- Target release date: October

HANDS-ON

PLAYSTATION

ARMED WITH THE NBA license, Fox will try to steal some basketball thunder with a little razzle-dazzle this fall. NBA Basketball 2000 already features nice touches like gritty playground practices, warm-up shoot-arounds, and cool Fox-Scope replays. Naturally, the game has such necessary details as stat tracking, player creation, eight-player support, and big-name announcers (Greg Papa and Doc Rivers). The controls will feel comfy for newbies, but the graphics could use a polish before game time. More importantly, with two other seasoned franchises on the shelves, can this rookie survive Shoot Out and live through Live?



FOX SPORTS NET


NHL Championship 2000

BY AIR HENDRIX

- Developed by Radical Entertainment
- Published by Fox Sports Interactive
- Target release date: September

HANDS-ON

PLAYSTATION

FRESH FROM THE death throes of ESPN Digital Games, Radical (the developer of Powerplay) is cueing up its latest network partnership—this time with Fox Sports. Infused with the imagery and attitude of Fox Sports broadcasts, NHL Championship 2000 looks surprisingly promising for a newcomer, showcasing an uncomplicated, comfortable style that will probably appeal to rookies and fans of arcade-style action. But the game's not without depth, sporting innovative passing indicators, strong graphics, complete roster management, fighting, and other hockey standards. If NHL Championship 2000 stays on track, it has a decent shot at the number-two berth in the PlayStation hockey standings.

FOX SPORTS NET
CHI 0 1ST
DET 0 2:34
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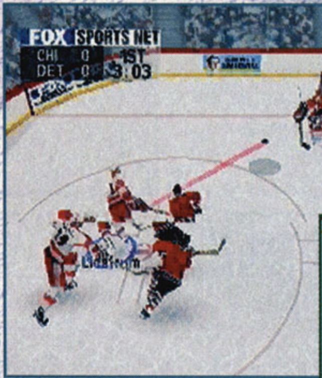

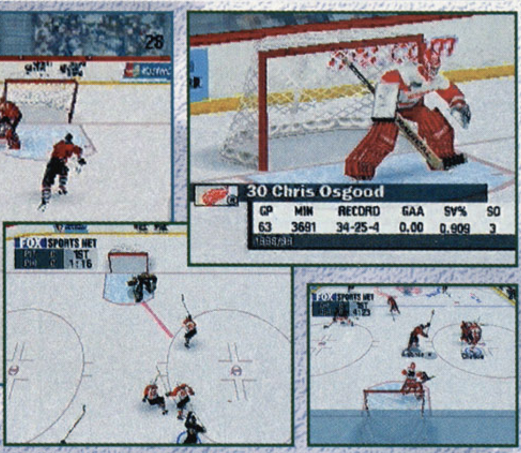

NHL Face Off 2000

BY AIR HENDRIX

- Developed and published by 989 Sports
- Target release date: October

HANDS-ON

PLAYSTATION

THE BEST PART of the preview version of NHL Face Off 2000 was that 989 had definitely toned down the spastic, twitchy pace that marred last year's game. Plus, Face Off 2000 has the virtue of being the only hockey game this season with time-outs! The passing and puck movement, however, still felt off in this early version, and the new A.I. (designed under the guidance of superstar coach Scotty Bowman) hadn't yet been implemented—but 989 still has plenty of time to whip this puppy into shape. If it does, the cool graphics (highlighted by awesome goalie animations), icon passing and switching, and other solid features could keep Face Off 2000 in contention.

BUF 0 1st
NYR 1 8:40
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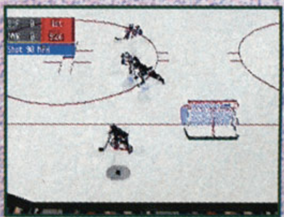
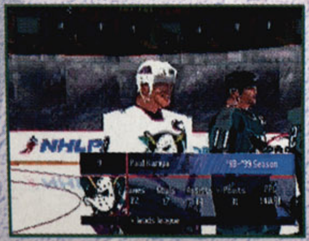

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NFL
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Best N64 Sports Game
—Nintendo Power

Best Sports Game of the Year
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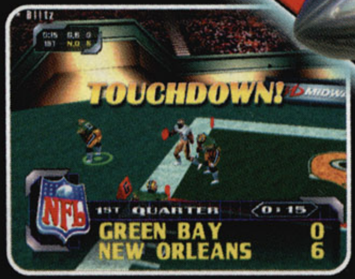
Sports Game of the Year
—VideoGameSpot



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BY THE ROOKIE

- Published by 989 Sports
- $39.99
- Available now
- Fantasy football
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	4.5

Pigskin Pummeling's Triumphant Return: NFL Xtreme 2

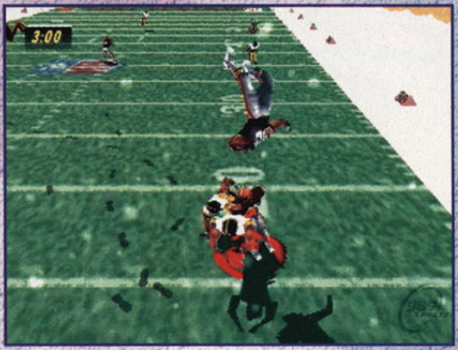
PLATFORM
PlayStation

SPORT
Fantasy football

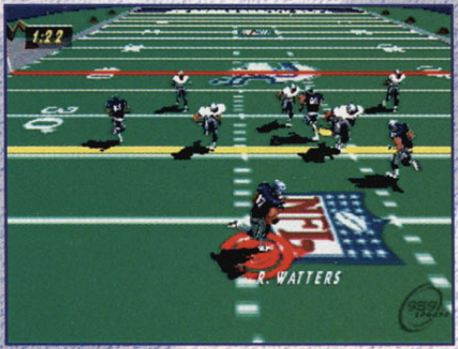
THE NFL XTREME franchise is back on the PlayStation, and it's better than ever. 989 Sports laid a solid foundation last year, and now it's looking to surpass NFL Blitz with better gut-smashing, arcade-intense gameplay. Hold onto your helmets, sports fans—NFL Xtreme 2 is primed to knock you unconscious.

Is That All You Got?

Xtreme 2 breaks down the locker-room door with more of everything, including teams, players, taunts, and celebrations. In addition to finding the normal play modes, pigskin pugnasticators will discover every NFL team—even the expansion Cleveland Browns—and rosters stacked with premier players such as Randy Moss and Jake "The Snake" Plummer (plus rookies Tim Couch and Ricky Williams). Xtreme 2 also offers gamers full control of their favorite team, including trades, create-a-player, team-building, and drafts.



PROTIP: Have a trailer follow your lead man downfield when kicking to the CPU. If the return man jump-flips over your first defender, you'll have a backup.

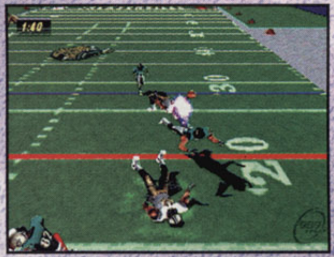


PROTIP: When running the Power play, move your quarterback next to your center so he's ready to block when your running back breaks to the outside.

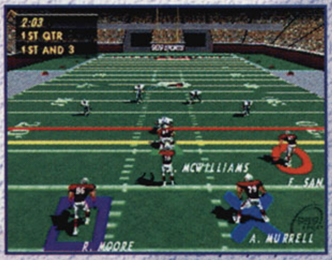
This Is My House, Punk!

Graphically, 989 Sports has sped up the frame rate, added more animations, and included facial expressions during taunts. Xtreme 2 cooks at 30 frames per second for faster arcade-style action. As for the improved taunts and player celebrations, on particularly hard hits, lightning will strike and players will rip off their helmets to mug for the camera while verbally bashing their opponents (989 has included over 700 player faces); and after a touchdown, players bust out dances like the Funky Chicken.

Xtreme 2's passing game has been tuned up and simplified: The ball doesn't float away from receivers as much as it did last year, and 989 has thrown in a one-touch pass feature that enables your quarterback to target the player with the best chance of catching the ball. Plus, gamers can now throw multiple passes behind the line of scrimmage. As for sound effects, you'll hear over 125 audio bites, but the players' grunts and groans are pretty bland. Triumphant music chimes in only after a play rather than flowing evenly throughout.



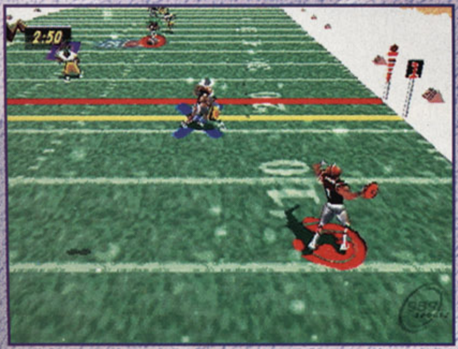
NFL Xtreme 2 blasts you with all the arcade-style football action your brain can handle without hemorrhaging.



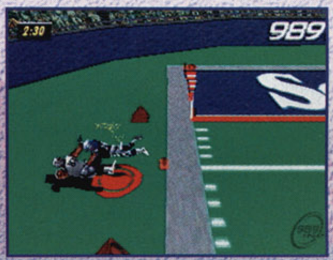
before the snap to designate one of your receivers to stay back and block on a running play.

Shake, Randle, and Roll

All told, NFL Xtreme 2 is a topnotch arcade-style football game with enough features, trash-talk, and insane action to get your blood pumping. Until the latest Blitz blasts its way home, however, we can't declare a champ. One thing's for sure—Blitz will have to be a near-perfect port to bash this smash-mouth superstar.



PROTIP: To wear down your opponent's concentration, run around the backfield while you wait for an open receiver.



PROTIP: Simultaneously press L2 or R2 and □ at the end of every play to try to injure your opponent's players.

GRAPHICS 4.5

Xtreme 2 sports cool-looking player models and some crazy taunts, celebrations, and animation. Plus, details on players' jerseys and helmets are awesome. Though 989 claims there are more than 700 real faces in the game (you'll recognize Jerry Rice and John Randle), most of them look the same.

SOUND 3.5

The sound throughout the game is pretty generic, but player taunts that are funny and not as repetitive as last year's help salvage the score. If the music were more inspiring and the player grunts not so bland, the audio would have scored higher.

CONTROL 4.0

Xtreme 2's controls are very responsive and easy to use, but it'll take you half a season to get your timing down to effectively pull off double-spins and jump-flips. The air attack is greatly improved this year, and the one-touch passing feature enables rookies to get right in the game.

FUN FACTOR 4.5

NFL Xtreme 2 bulges at the pigskin seams with the most raucous arcade-style football action so far this season. Given this game's multitude of modes, kick-ass graphics, and lightning-fast gameplay, you'd be a chump to pass up this champ.

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TEEN T CONTENT RATED BY ESRB

BY SCARY LARRY

- Published by Nintendo
- $49.99
- 4 players
- Available now
- ESRB: Everyone
- Golf

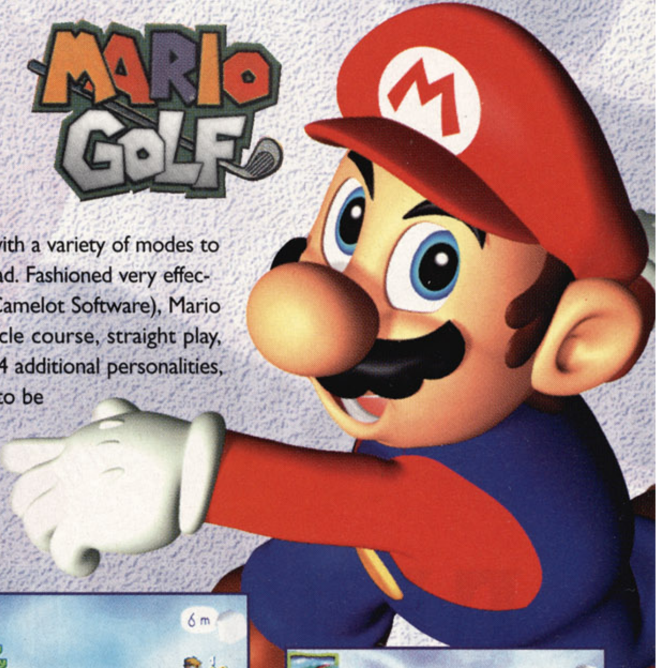
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0

Putt Your Money Where Your Mario Is

PLATFORM
Nintendo 64

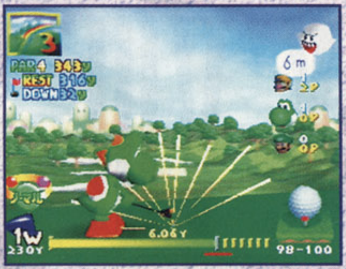
SPORT
Golf

ALTHOUGH YOU'RE NOT going to mistake Mario for Greg Norman, you may want to pick up Mario Golf—the game's physics and solid gameplay will make it an instant favorite of fairway fans everywhere.



Itsa Tee, Mario

What Mario offers over other titles in its genre is enormously fun golfing with a variety of modes to satisfy everyone from the weekend golfer to the maniacal miniature-putthead. Fashioned very effectively after Hot Shots Golf for the PlayStation (both were developed by Camelot Software), Mario putts you on six courses in ten modes, including a putting green/obstacle course, straight play, and skins. You choose from one of four characters, but you also unlock 14 additional personalities, including Luigi, Mario, Yoshi, and others. Some characters, however, have to be transferred from the Game Boy Color version of Mario Golf to the N64 version (at press time, this feature was still in the planning stages). You'll also accumulate points awarded for shots closest to the pin, eagles, and other accomplishments to unlock more courses.



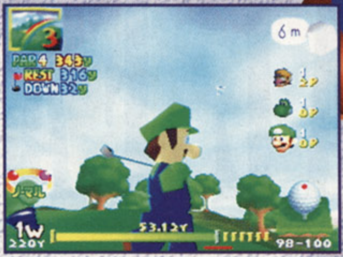
PROTIP: If you think you'll overshoot a hole, aim low on the ball to create backspin.

How Green Is Your Valley?

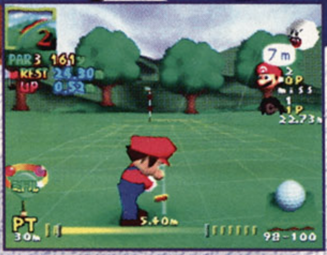
Mario's graphics are almost too cute for their own good, featuring classic N64 shapes and colors and lots of references to other Mario games, like the giant red and green koopa shells on the fairways. The course layouts include all the standards, such as water hazards, sand traps, and dog legs.

Sound effects fill out the experience with funny noises and taunts. Much like Hot Shots Golf, you can call out phrases while your opponent is teeing off. All the other effects are solid, right down to the satisfying smack of the nine iron hitting the ball.

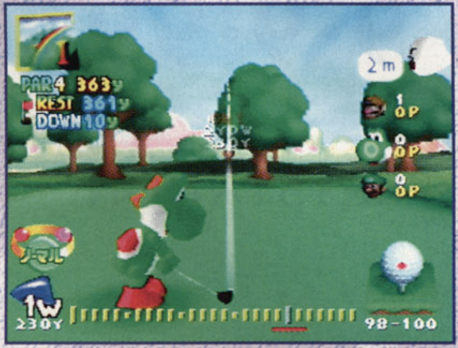
Controlling the arc, pitch, slice, and power of your swing will take practice, but mastering the fundamental controls certainly isn't brain surgery. A meter for power, the trigger for english on the golf ball, and the analog to aim your shot are all you need.



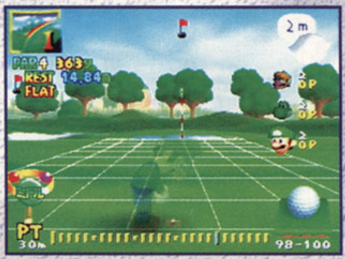
PROTIP: On high-wind holes, aim at the top of the ball to keep it close to the green.



PROTIP: Power up more to putt in the rain: Wet grass slows the ball dramatically.



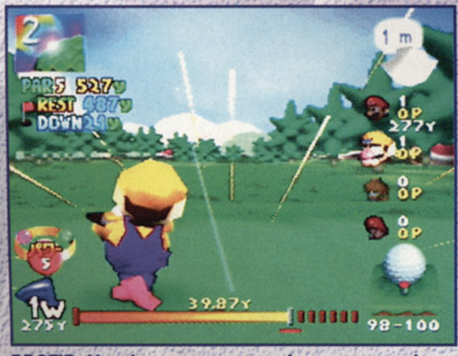
PROTIP: The wind speed is near the ghost in the upper-right corner. Don't trust it. A more accurate meter is the flag in the upper-left corner.



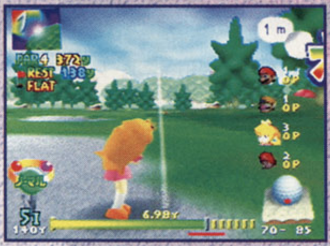
PROTIP: Although the computer chooses your club, you should change it whenever you're within 15 meters of the hole. (Try the putter.)

Putt Your Money Where Your Mario Is

Mario Golf 64 is a great time on the greens, sporting fluid control, pleasant graphics, and enjoyable music and sound effects. You couldn't ask for a better tee time than Mario Golf.



PROTIP: Use the extra-power enhancement on long par-5 holes. You may reach the green in two strokes.



◄PROTIP: How hard you shoot from sand traps is determined by how deep the ball is buried. Check the indicator before swinging.

GRAPHICS 4.5

Pleasing graphics, humorous references to other Mario games, and smooth texturing keep Mario one stroke ahead of Waialae Country Club: True Golf Classics. It would've been nice to play as someone over three feet tall, though.

SOUND 4.0

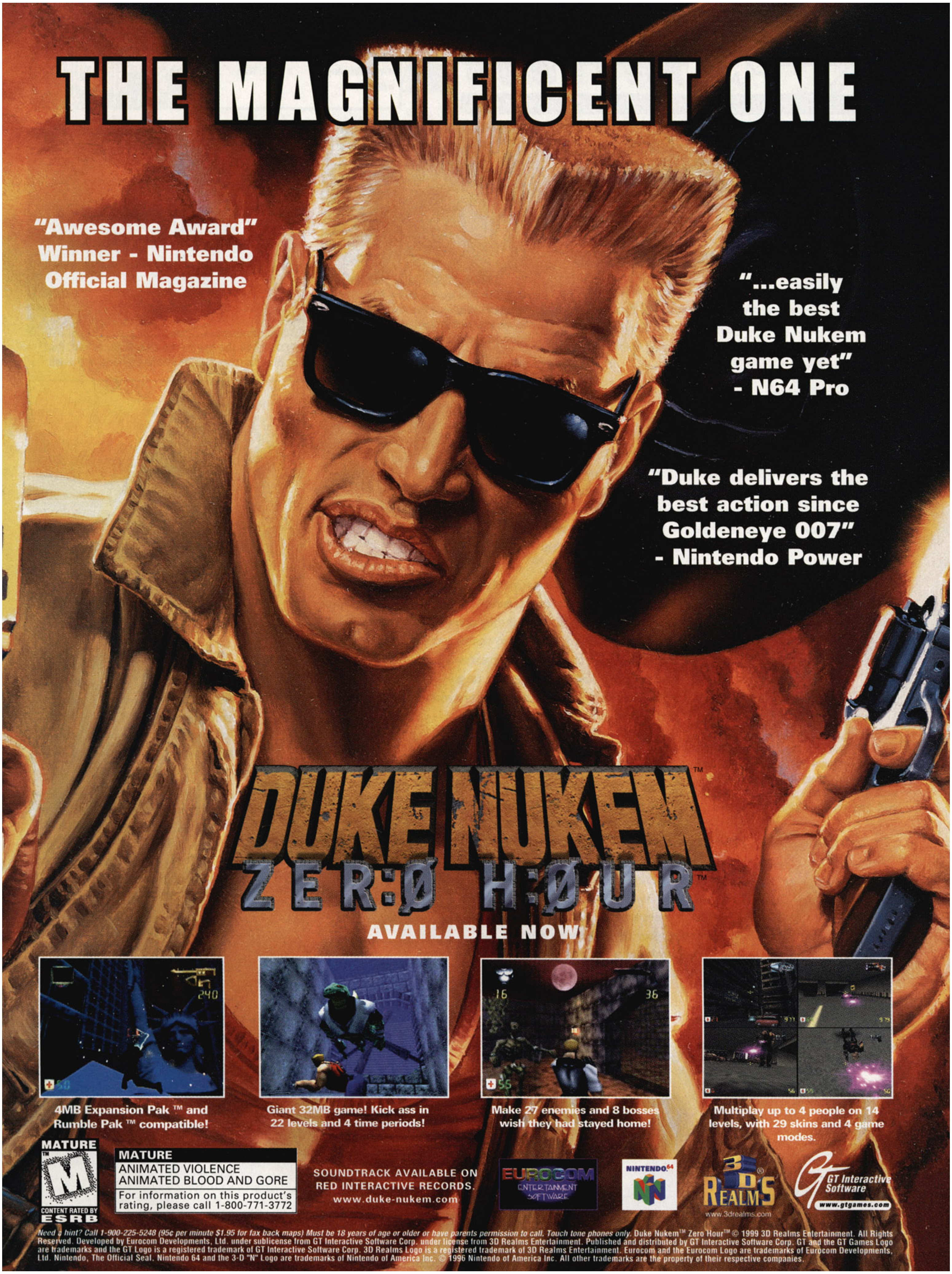
Although the cutesy voices get annoying, the other effects are crystal clear. The music flows nicely in the background.

CONTROL 4.0

It takes some time, but it never gets too hard or complicated to play golf in this game. The only drawback is some slightly imprecise analog putting.

FUN FACTOR 5.0

Mario Golf's a great game and great fun. It's also a fine four-player game, so you can add Mario to your library of multiplayer party opportunities (with Mario Party and Super Smash Bros.).



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BY E. COLI

- Published by Crave
- $49.99
- Available August
- RPG
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5

PLATFORM
PlayStation

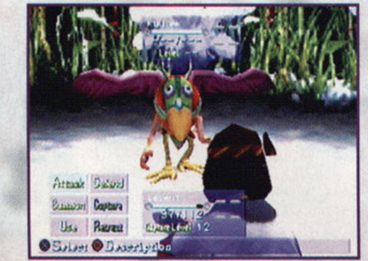
JADE COCOON
STORY OF THE TAMAMAYU

IF YOU'RE DEPRESSED because you've already finished Legend of Legaia and anxious because Final Fantasy VIII has yet to be released, perk up! Jade Cocoon is here to fill your RPG void with dazzling graphics, a challenging epic quest, and a two-player Arena mode.

Outcast Hero

You play as Levant, a young boy following in his missing father's footsteps to become the village's Cocoon Master. To fulfill your destiny, you'll learn to use magic cocoons for capturing, pacifying, and training the monsters that inhabit the surrounding four forests. You'll need these monsters if you want to save the people of Syrus from the invading Onibubu—the Swarm of Destruction. Not an easy task when the same people you are trying to save shun you and your kind, ultimately blaming you for their demise.

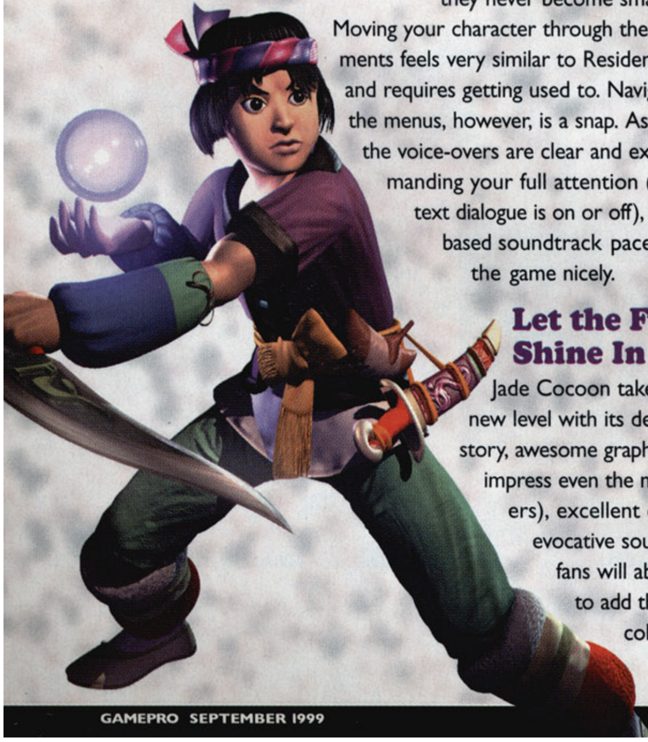
Unlike other RPGs in which you meet up with party members as you progress, Jade requires you to build your partners by merging the monsters you capture. There are over 150 creatures to find during your quest, and they come in four flavors: earth, wind, water, and fire. Learning to combine the elements is imperative if you want to create the biggest and baddest allies. Plus, you're allowed to carry only three monsters at a time—so mix them wisely. The Arena mode enables you to pit the monsters you've created against your friends' ghastly creations.



PROTIP: The first time you beat Kikinak, you receive the Spider Forest Key. Subsequent prizes include Great Walnuts (the only way to increase Levant's HP) and healing items.

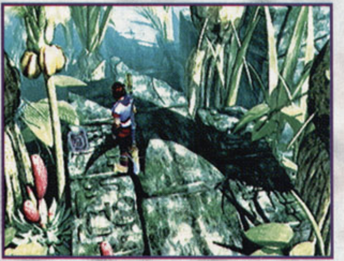
A Monster Cast of Players

Graphically, Jade's world is a joy; it's worth stopping at just about every screen to take in the scenery. Your characters travel through a world map as in most RPGs and always appear in full 3D—they never become small or squashed. Moving your character through the many environments feels very similar to Resident Evil's action and requires getting used to. Navigating through the menus, however, is a snap. As for the sound, the voice-overs are clear and expressive, commanding your full attention (whether the text dialogue is on or off), and the flute-based soundtrack paces the flow of the game nicely.

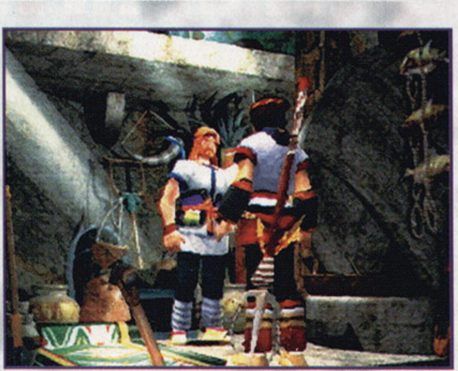


Let the Fun Shine In

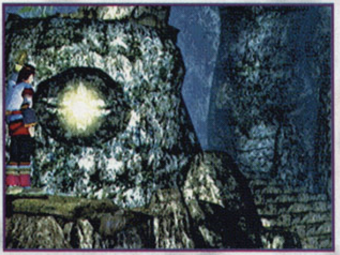
Jade Cocoon takes RPGs to a new level with its deeply involving story, awesome graphics (which will impress even the most jaded players), excellent controls, and evocative soundtrack. RPG fans will absolutely want to add this gem to their collection.



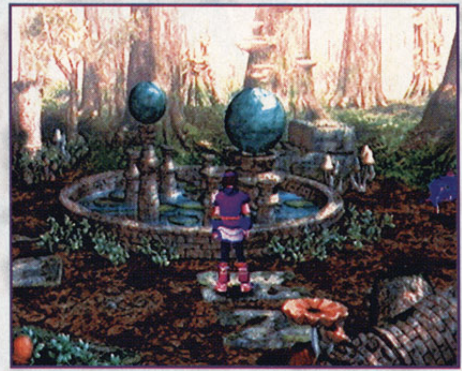
PROTIP: Pick up the stone tablets scattered throughout the forests. They teach you about fighting, magic, and monster merging.



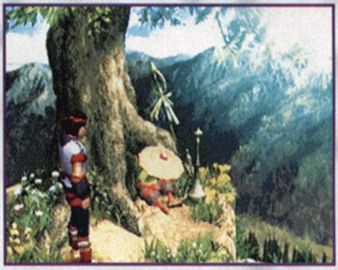
PROTIP: For the key to the Dragonfly Forest, find the Blue Cocoon Master inside the Beetle Forest.



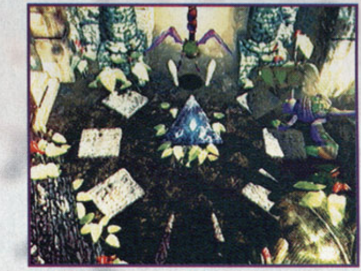
PROTIP: To access the bridge to the caverns, touch the glowing symbol once, then go back down the stairs.



PROTIP: Some items blend into the backgrounds. There's a skeleton key in front of this fountain.



PROTIP: Visit the old man at the cemetery frequently. He'll tell stories about the new characters.



PROTIP: To open this area and meet Kikinak, you must get the Larva Key by beating the Poacher by the hut.

GRAPHICS 4.5

Visually, Jade is in a class by itself. Stunningly lush pre-rendered backgrounds draw you in from the start, getting better as the story develops and new areas are revealed. There's nothing wrong with the cut-scenes, either.

SOUND 4.5

Jade Cocoon's soundtrack is a rare treat. The voice-overs are clear and convincingly performed, making the gameplay and cut-scenes a most enjoyable experience.

CONTROL 4.0

The controls are easy to use and never get in the way of gameplay. Inventory access is a snap, and the monster-merging menus couldn't be more clearly laid out. If the game were analog compatible, the score would've been perfect.

FUN FACTOR 4.5

Hours of exploring and monster-mixing fun lie ahead for discerning gamers. The Arena mode that enables you to play against a friend's saved monsters ensures that this game won't be gathering dust anytime soon.

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BY MAJOR MIKE

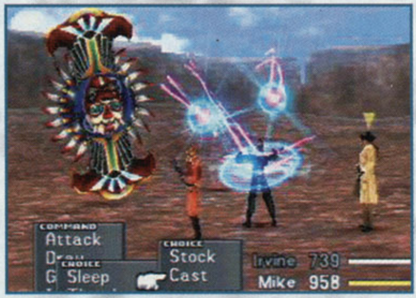
- Developed by Square Soft
- Published by Square EA
- Target release date: September

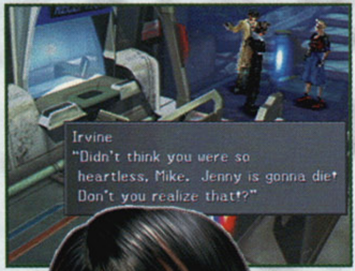
HANDS-ON

PlayStation

Final Fantasy VIII

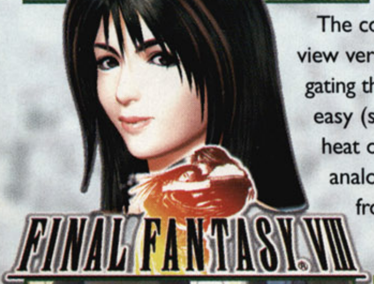
Visual Splendor, Commanding Controls

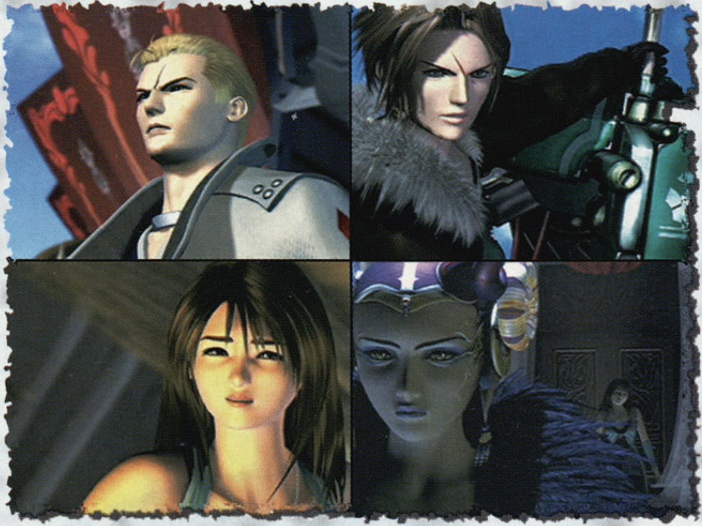



Irvine
"Didn't think you were so heartless, Mike. Jenny is gonna die! Don't you realize that!?"

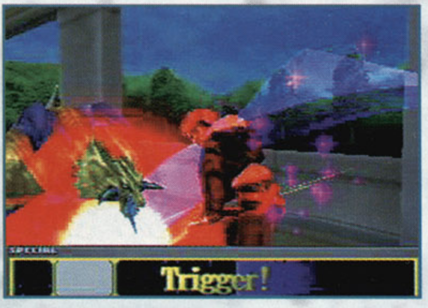
Aside from a few instances of graphical breakup and distortion during close-ups, FFVIII's visuals remain consistently spectacular. All the characters and surroundings sport excellent details, and the rendered cinematic sequences—more plentiful than those in FFVII—are among the best ever seen on the PlayStation. The character graphics also give the game a more grown-up feel. The super-deformed Brave Fencer Musashi–ish characters from FFVII have given way to FFVIII's new players, who look more realistic and mature; more like those in Parasite Eve.

The controls in the English-language preview version of FFVIII were flawless. Navigating the various spell and item menus was easy (something to be grateful for in the heat of battle), and the pressure-sensitive analog controls easily transported you from place to place.




Some of FFVIII's principal players (clockwise from top left): Edea's "knight," Seifer; SeeD member, Squall; the evil sorceress, Edea; and the leader of the resistance, Rinoa.

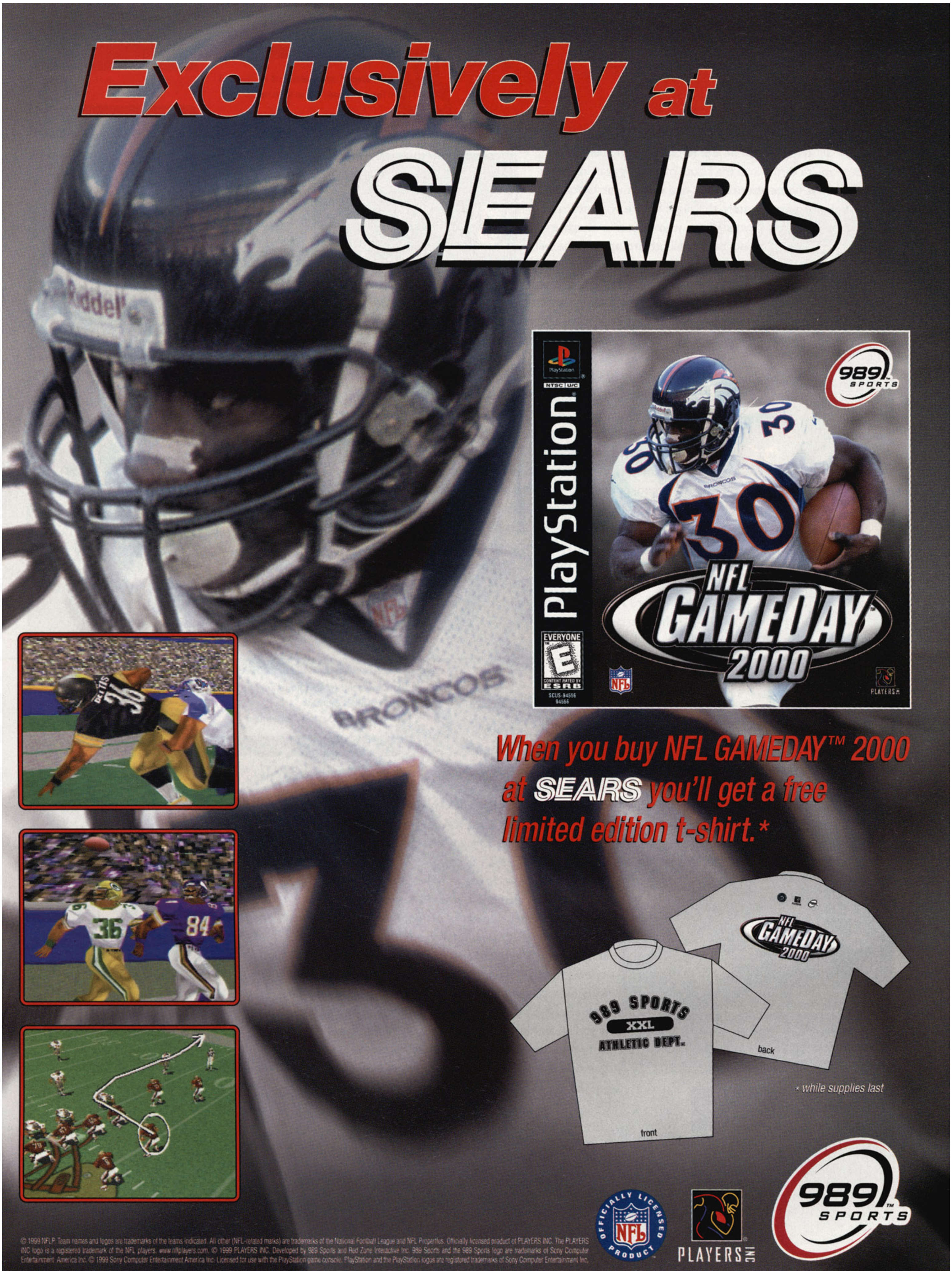
Key Differences



For Final Fantasy fans, VIII has some key differences from its predecessors. On the first disc, FFVIII's story is very linear, including only a few tangents. Given that there are three other discs to come, the tale doesn't even begin to take shape until the curtain falls on disc one. Another notable difference is the new combat system. Why bother learning spells (by building experience points) when you can steal them? FFVIII allows characters to draw spells from enemies during combat and then cast the acquired spell immediately or stock it for later use. Of course, tougher enemies yield more powerful spells.

FINAL FANTASY ANTHOLOGY

Final Fantasy fans unable to find an old copy of one of the greatest RPGs ever made—Final Fantasy III for the Super NES—will find their prayers answered with Final Fantasy Anthology. FFA features the full game version of FFIII (called Final Fantasy VI in Japan) and Final Fantasy V (which was never released in the U.S.). While both games' graphics and narratives are unchanged, rendered cinema cut-scenes have been added to help flesh out each title's prospective story. The two-CD Anthology is slated for an early October release.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Suikoden II

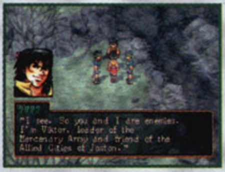
BY THE ROOKIE

- Developed and published by Konami
- Target release date: September

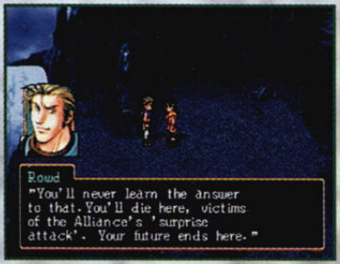
HANDS-ON

PlayStation

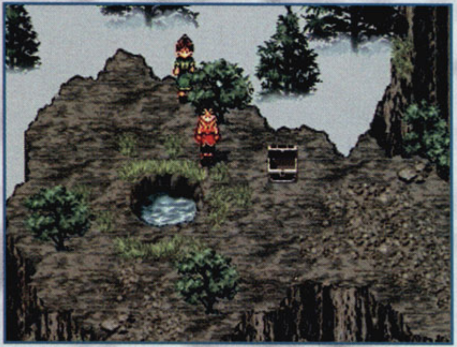
KONAMI IS ONCE again on the RPG trail with Suikoden II. This time, you're thrust into the boots of a young warrior eager to return to his home after the end of a vicious war. Unfortunately, the night before you return to your village, your platoon is slaughtered in a brutal ambush arranged by the evil Alliance, which is attempting to halt the peace process. You and your friend, Joei, are ultimately framed for the attack as part of a cover-up, branded as traitors, then forced to engage in another life or death struggle that you both cannot survive.

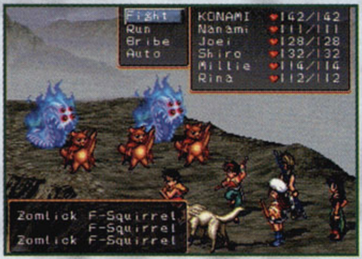


????
"I see. So you and I are enemies. I'm Viktor, leader of the Mercenary Army and friend of the Allied Cities of Joston."

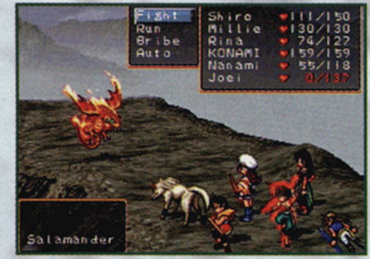


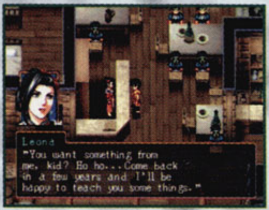
Rowd
"You'll never learn the answer to that. You'll die here, victims of the Alliance's 'surprise attack'. Your future ends here."



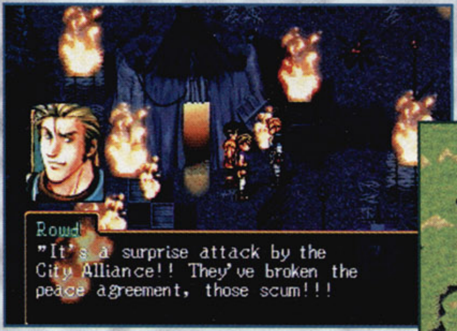


Suikoden II hopes to follow in the footsteps of its predecessor as a powerful adult-themed RPG, featuring an engaging story line, extensive spell and attack animations, as well as tactical-map battles involving all of the saga's 108 characters. The preview version we conjured up contained tried-and-true RPG gameplay complete with old-school point-and-click battles and familiar-looking 2D animation. The in-game menus were easy to navigate, and the sound included soothing new-age overtures. Stay tuned to the pages of "Role-Player's Realm" for more on this hot prospect. G

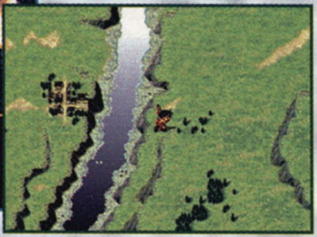




Leona
"You want something from me, kid? Ho ho...Come back in a few years and I'll be happy to teach you some things."



Rowd
"It's a surprise attack by the City Alliance!! They've broken the peace agreement, those scum!!!"



Thousand Arms

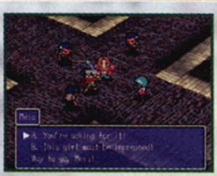
BY THE ROOKIE

- Developed by Red Company
- Published by Atlus
- Target release date: September

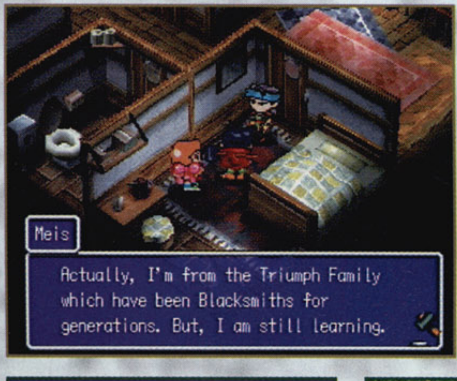
HANDS-ON

PlayStation

THOUSAND ARMS IS set in a mythical world of swords and machines. You play as Meis Triumph, a young lad born into a generation of noble blacksmiths who progresses through the game encountering the usual helpful allies and cunning enemies. TA's twist is that you must flirt with the game's many female characters and successfully woo them in order to obtain special attacks and spells. That's right: When not fighting baddies and finding goodies, you'll have to go on dates with some lovely young lasses. Of course, this is all just filler that eventually leads to a big confrontation with the forces of evil, during which the fate of Meis's world will hang in the balance.

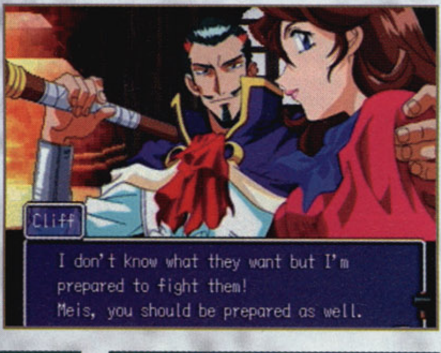


Meis
▶A. You're asking for it!

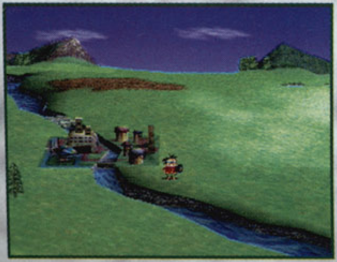


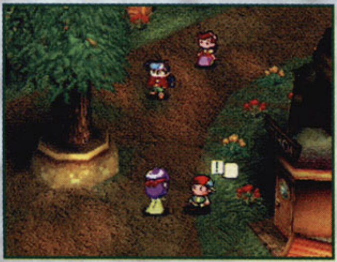
Meis
Actually, I'm from the Triumph Family which have been Blacksmiths for generations. But, I am still learning.

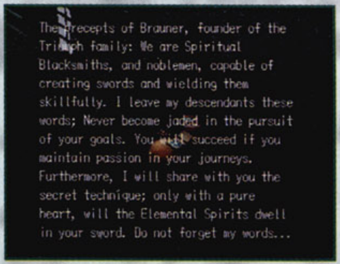
Arms will be packaged as a two-disc set featuring theater-quality animation, over 12 hours of spoken dialogue, and a unique battle system that utilizes a combination of 2D animation and 3D environments and vehicles. The preview version we played showcased smooth graphics that nicely integrated classic RPG gameplay with anime cut-scenes to pace the action, easy-to-navigate menus, and ambient sounds. If you're looking for a new twist in RPGs, check out future issues of *GamePro* for more on this unique title. G



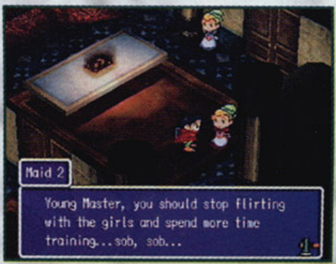
Cliff
I don't know what they want but I'm prepared to fight them!
Meis, you should be prepared as well.







The Precepts of Brauner, founder of the Triumph family: We are Spiritual Blacksmiths, and noblemen, capable of creating swords and wielding them skillfully. I leave my descendants these words; Never become jaded in the pursuit of your goals. You will succeed if you maintain passion in your journeys. Furthermore, I will share with you the secret technique; only with a pure heart, will the Elemental Spirits dwell in your sword. Do not forget my words...



Maid 2
Young Master, you should stop flirting with the girls and spend more time training...sob, sob...

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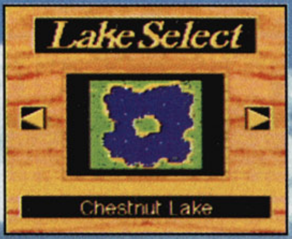
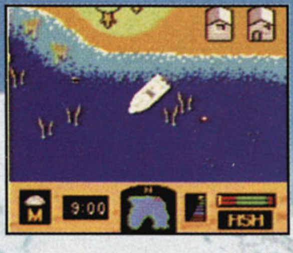
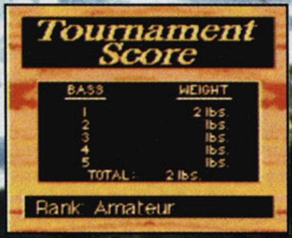
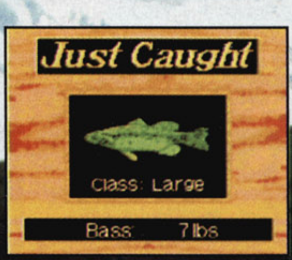

Lake Select
Chestnut Lake




Tournament Score
BASS
WEIGHT
1
2 lbs.
2
lbs.
3
lbs.
4
lbs.
5
lbs.
TOTAL: 2 lbs.
Rank: Amateur


Just Caught
Class: Large
Bass: 7 lbs

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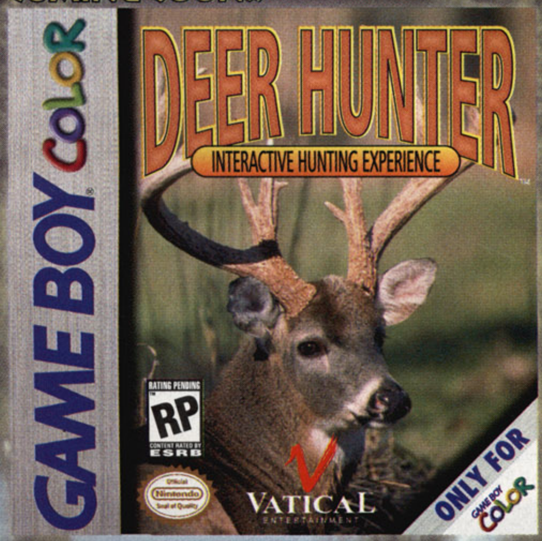
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INTERACTIVE HUNTING EXPERIENCE
RATING PENDING
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CONTENT RATED BY ESRB
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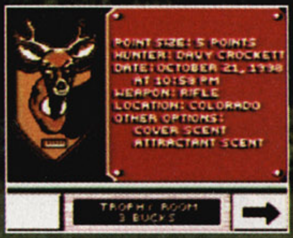
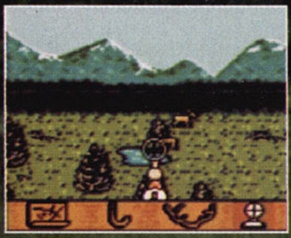
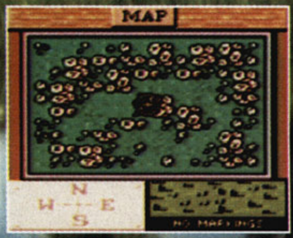

POINT SIZE: 5 POINTS
HUNTER: DAVY CROCKETT
DATE: OCTOBER 21, 1998
AT 10:58 PM
WEAPON: RIFLE
LOCATION: COLORADO
OTHER OPTIONS:
COVER SCENT
ATTRACTANT SCENT
TROPHY ROOM
3 BUCKS

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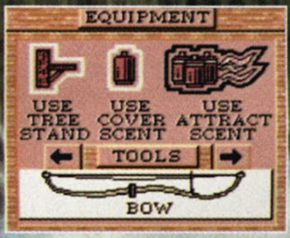
EQUIPMENT
USE TREE STAND
USE COVER SCENT
USE ATTRACT SCENT
TOOLS
BOW

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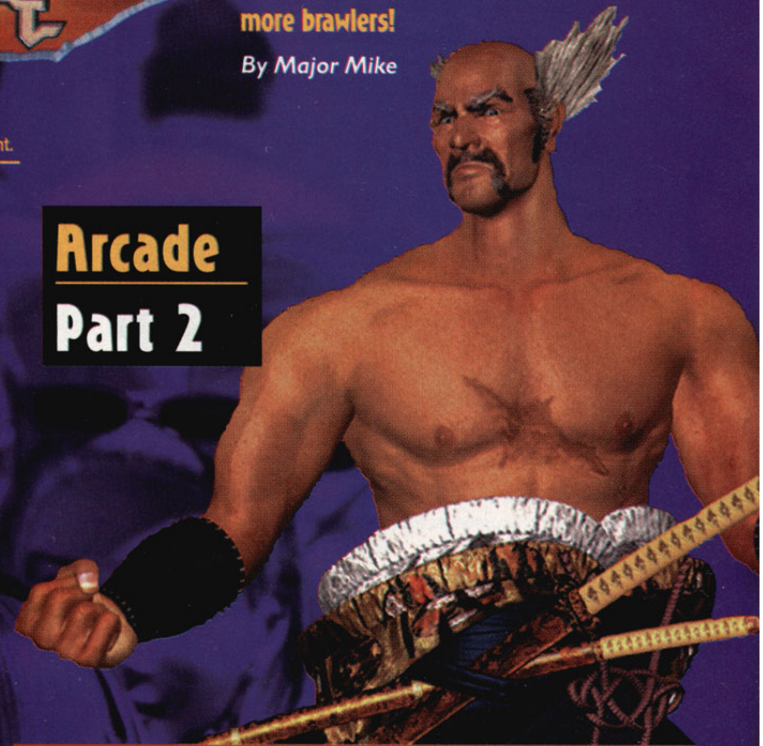
TEKKEN TAG TOURNAMENT

Tekken Tag Tournament is ready to smash the arcade competition with the most fighters of any Tekken game and an awesome new option that lets you switch between your two fighters during a match! Plus, you'll find all the moves for seven more brawlers!

By Major Mike

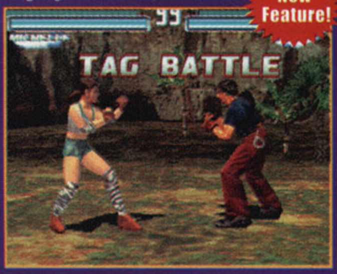


Arcade
Part 2

Basic Arts

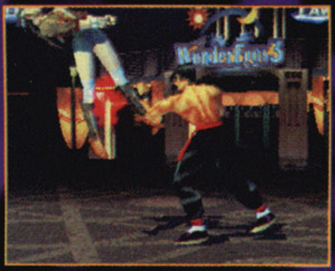
Here are some important basic moves to help you win the tag tournament.

Tag System



The biggest innovation in Tekken Tag Tournament is its new "tag" system that lets you switch between two different fighters on the fly. To change brawlers in the middle of a match, press the Change Fighter button. You can swap fighters only when your active character has both feet on the ground. Plus, the fighter on the sidelines will regain some health while resting.

Tag Combos



You can alternate between characters in the middle of a combo without interrupting the action. Simply switch fighters while you're performing an air juggle on your opponent.

Sidestep

Quickly tap ↑ to sidestep into the background, or quickly tap ↓ to sidestep into the foreground.

Ankle Kick

After being knocked down, tap (↓ RK) to ankle-kick your opponent while you're still on the ground.

Supercharger

To inflict more damage on your opponent for about five seconds, tap (LP RP LK RK) to charge your fighter.

Countermoves

Counter your opponent's throw with a throw of your own. If timed correctly, the throws will cancel each other out. You can then perform another throw, combo, or Special Attack.

Run

Tap →, hold → to make your fighter run.

Run Over

When your opponent is on the ground, you can run over them to inflict damage.

Knockdown

To tackle your opponent and knock them off their feet, simply run at them.

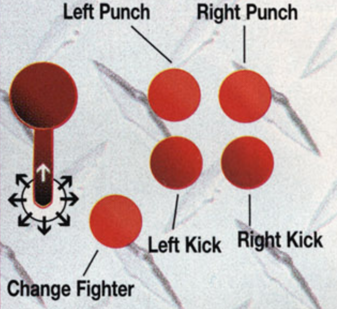
Tackle-Punch

After tackling your opponent, tap LP, RP, LP, RP to smack 'em around.

Tackle-Punch Counter

If you're the one on the ground getting pummeled, repeatedly tap the Punch buttons to escape the fist barrage.

Controller Legend



LP = Left Punch
RP = Right Punch
LK = Left Kick
RK = Right Kick

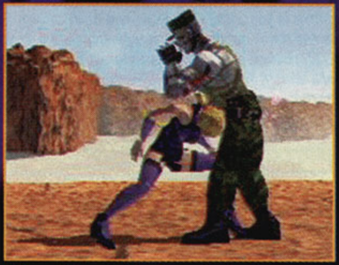
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

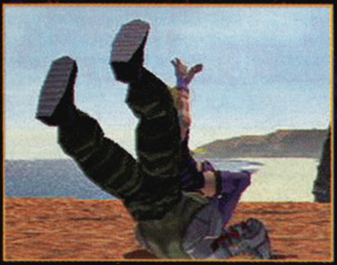
Fun with Linking Moves

Example of a Linking Move: Nina vs. Jack

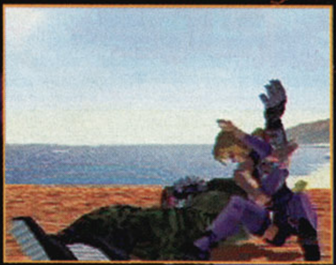
Linking moves require you to perform a series of button presses quickly and without interruption. Not all characters have linking moves, however, but those that do (King, Nina, and Anna, for instance) can execute some pretty nasty multimove attacks. For example, to successfully execute Nina's three-hit Over-the-Shoulder Toss through to the Arm Snapper linking move, do all the button presses immediately after you perform the Over-the-Shoulder Toss.



When Nina is in close to Jack, tap (RK RP) for the Over-the-Shoulder Toss...



...then, just as Nina grabs Jack to perform the Over-the-Shoulder Toss, quickly tap LP, RP, LP to link the Over-the-Shoulder Toss to the Shoulder Buster...



...then, immediately after you enter the button presses for the Shoulder Buster, quickly tap RP, LP, LK to do the Arm Snapper.

Eddy Gordo

Throws

Rio Deal
When in close to your opponent, tap (LP LK)

Rio Special
When in close to your opponent, tap (RP RK)

Missile Launcher
When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

Shadow Dancer
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

Air Mail
When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

Reverse Throw
When in close to and with your back to your opponent, tap (LP LK), or tap (RP RK)

Special Attacks

Rodeo Spin
Motion ← ↙ ↓ ↘, hold →, tap (LP RP)

Back Summy
Tap →, hold →, tap RK

Back Summy with Scoot Kick
Tap →, hold →, tap RK, hold ↓

Back Summy with Fire Kick
Tap →, hold →, tap RK, LK

Back-Summy Crouch
Tap →, hold →, tap RK, RK

Tuck 'n' Roll
While crouching, tap (↘ LP RP)

Brush Fire
Tap (→ LK)

Lunging Brush Fire
Tap →, hold →, tap LK

Lunging Brush Fire to Lay Down
Tap →, hold →, tap LK, hold ↓

Lunging Brush Fire with Fadeaway
Tap →, hold →, tap LK, hold ←

Freak Show
Tap (↘ LK RK)

Freak Show to Crouch
Tap (↘ LK RK), hold ↓

Toe Tap
Tap (↘ LK)

Kneecap Crusher
Tap (↘ RK)

Elbow Uppercut
Tap (↘ RP)

Boomerang
Tap →, hold →, tap (LK RK)

Fruit Picker
Tap (↙ LK RK)
Note: Tap ←, hold ← to cancel this move.

Leg Whip
Tap (← RK)

Knee Thruster
Tap (← LK)

Back Handspring
Tap (LK RK)

Fire Kick
Tap (↑ LK RK), or tap (↗ LK RK)

Fire Kick and Relax
Tap (↑ LK RK), ↙, or tap (↗ LK RK), ↓

Handstand
Tap (→ LP RP)
Note: Perform the following moves during the Handstand.

Backwards Handstand
Hold ←

Forward Handstand
Hold ↘

Walking Handstand
Tap →

Handstand to Armadillo
Tap (→ LP RP)

Handstand Perch
Hold ↓

Handstand Tilt Right (Front)
Tap ↑

Handstand Tilt Right (Back)
Tap ↓

Handstand Tilt Right (Low Kick)
Tap (↑ LK RK), or tap (↓ LK RK)

Handstand to Helicopter
Tap RK

Handstand to Circle Sit
Tap RK, (LK RK)

Handstand to Circle Stand
Tap LK, RK

Handstand to Scoot Kick
Tap LK, RK, hold ←

Handstand to Giant Step
Tap LK

Handstand to Combo
Tap LK, ←

Handstand to Flop Kick
Hold ↓, tap (LK RK)

Handstand to Flop Right
Tap LP

Handstand to Flop Left
Tap RP

Handstand to Circus
Tap RP, RK, hold ←

Handstand to Carnival
Tap RP, RK, LK

Handstand to Super Carnival
Tap RP, RK, LK, hold ←

Handstand to Calipso
Tap LP, LK, LK

Handstand to Dive
Tap →, hold →, tap (LP RP)

Handstand to Straight Flop
Tap (↑ LK), or tap (↑ RK)

Handstand to Rotator
Tap (↑ LK), hold ↓, or tap (↑ RK), hold ↓

Rio Delight
Tap LK, (pause), tap RK

Low Header
Tap (LP RP)

Ipanema Wings
Tap RK, LK

Low Front-Stinger
Tap (LK RK)

Low Front-Stinger Cancel Kick
Tap (LK RK), LK

Slippery-Kick Combo
Tap RK, LK, (LK RK)

Barbed Wire
Tap (↙ RK)

Barbed Wire to Handstand
Tap (↙ RK), (← RK)

Rewinder
Tap (LP RP), or tap (↓ LP RP)
Note: Perform the following moves during the Rewinder.

Jumping Jacks
Tap (↑ LK)

Jumping Jacks to Lay Down
Tap (↑ LK), hold ↓

Jumping Jacks to Back-Kick
Tap (↑ LK), LK

Jumping Jacks to Evil Stinger
Tap (↑ LK), hold ↓, tap (LK RK)

Jumping Jacks Hand-Steps
Tap (LP RP)

Jumping Jacks Mirage
Tap (LP RP), LK

Jumping Jacks Island Mirage
Tap (LP RP), (pause), tap LK

Jumping Jacks Wheel-Kicks
Tap (LK RK)

Jumping Jacks Wheel-Kicks to Duck Position
Tap (LK RK), hold ↓

Jumping Jacks to Sao Paulo Special
Tap (LK RK), (LK RK), (↙ LK RK), (↗ LK RK)

Jumping Jacks Dos Sole
Tap RK, LK

Jumping Jacks Cruncher
Tap RP

Hot-Plate Special
Tap LK

Hot-Plate Special to Handstand
Tap LK, hold ←

Twister Scoop-Kick to Back Plant
Tap RK

Twister Swirl-Kick
Tap RK, hold ←

Twister Swirl-Kick to Back Plant
Tap RK, LK, hold ←

Twisters
Tap RK, (pause), tap LK

Twisters Combo
Tap RK, (LK RK)

Crying Needle
While crouching, tap (LP RP)

Front Stinger
While crouching or while standing up, tap (LK RK)

Front Stinger with Retreat
While crouching or while standing up, tap (LK RK), hold ←

Front Stinger with Rollout
While crouching or while standing up, tap (LK RK), hold ↓

Illusion with Spin Kick
Tap RK, LK, (↑ RK)

Toe Tap to Lay Down
Tap (↘ LK), hold ↓ or ↙

Circle Kick
While standing up, tap RK

Face Jammer
While standing up, tap LK

Hammerhead
While crouching, tap (LP RP), (LP RP)

One-Two Elbows
Tap LP, RP

Slippery Kick
Tap LK, RK

Slippery Kick to Side Flop
During the Slippery Kick, tap RK, RK

Slippery Kick to Handstand
Tap LK, RK, hold ←

Satellite Moon
Tap RK, LK

Head Banger-B
Tap (→ RK), hold ←

Samba
Tap (→ RK)

Samba to Slippery Kick
Tap (→ RK), (LK RK)

Shin Cutter
Tap (↙ LK), RK

Cut Crosser
Tap (↙ LK), RK, RK

Cut-Cross Header
Tap (↙ LK), RK, (LP RP)

Cutting Leg-Whipper
Tap (↙ LK), (pause), tap RK

Bushwhacker
Tap (↙ LK), LK

Bushwhacker to Hot-Plate Special
Tap (↙ LK), (pause), LK

Roundhouse
Tap (↑ RK), or tap (↗ RK)

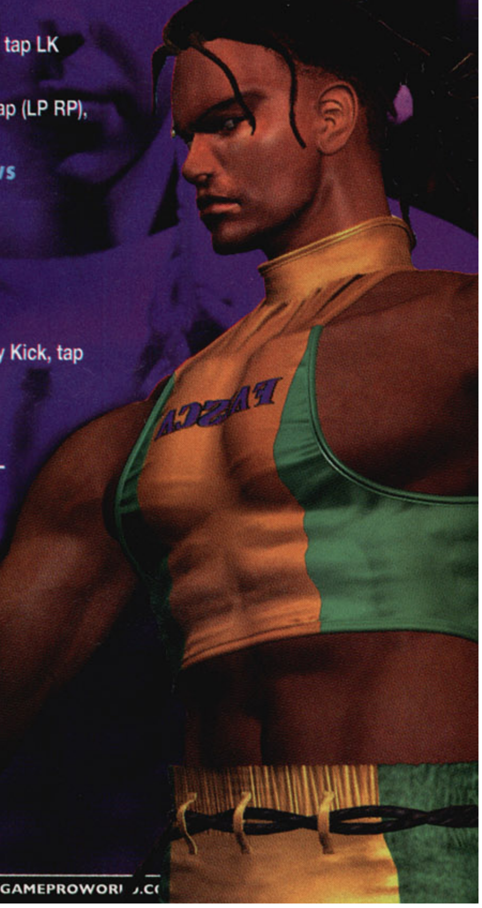
Thong Bikini
Tap (← RK), LK, LK

Mars Attack
Tap (← RK), RK, (LK RK)

Shin-Cutter Combo
Tap (→ RP), LP, RK

Heavy-Hitting Combo

Ten-Hit Combo
Tap RK, LK, RK, RP, RK, RK, (LK RK), (LK RK), (LK RK), (↙ LK RK), (↗ LK RK)



Law

Throws

Hopping Frog
When in close to your opponent, tap (RP RK)

Dragon's Fire
When in close to your opponent, tap (LP LK)

Headlock Kick
When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

Ballbreaker
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

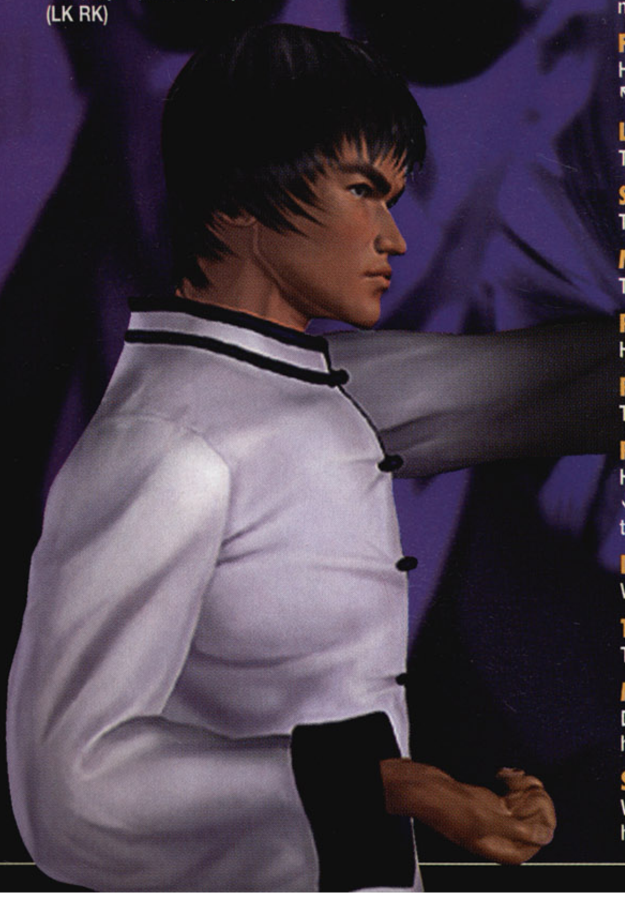
Dragon Bites
When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

Reverse Throw
When in close to and with your back to your opponent, tap (LP LK), or tap (RP RK)

Headlock Punch
When in close to your opponent, hold ↘, tap (LP RP)

Headlock Drop
When in close to your opponent, hold ↙, tap (LP RP), LP, RP, (LP RP)

Knee Lift
When in close to your opponent, tap →, hold →, tap (LK RK)



Special Attacks

Run Up to Drop
Hold →, tap (LK RP)

Fake Step
Tap (← LP RP)

Frogman
Tap (↓ LK RK)

Dragon Whip
Tap (↙ RP)

Double Dragon
During a sidestep, tap (LK RK)

Catapult-Kick High
Hold ↓, tap (↑ RK), or hold ↓, tap (↖ RK), or hold ↓, tap (↗ RK)

Catapult-Kick Low
Hold ↑, tap RK, or hold ↖, tap RK, or hold ↗, tap RK

Charge Power Punch
Tap (↙ LP RP)
Note: Tap ↑, ↑ to cancel this move.

Quick Somersault
Tap (LK RK)

Mid Kick
Tap (↘ LK)

Dragon's Tail
Tap (↙ RK)

Upper Dodge
Tap (← LP LK), or tap (← RP RK)

Lower Dodge
Tap (↙ RP RK), or tap (↓ RP RK), or tap (↙ LP LK), or tap (↓ RP RK)

Junkyard Kick
Tap (← RP), LK, RK

Elbow Spring-Kick
Tap (↙ RP), RK

Poison Arrow
Tap (→ RP), LK

Somersault Fake
Hold ↓, tap ↑, (pause), tap RK, or hold ↓, tap ↖, (pause), tap RK, or hold ↓, tap ↗, (pause), tap RK

Dragon Storm
Tap (← LP), RP, LP

Fake Step
Tap (← LP RP)

Fake-Step Blow
During the Fake Step, tap LP

Tricky Trap
Tap (← LP RP), LP

Tricky Fist
Tap (← LP RP), RP

Tricky Low-Kick
Tap (← LP RP), RK

Tricky Mid-Kick
Tap (← LP RP), LK

Blackout
Tap (LP RP LK RK), LP

Mugging
Tap (LP RP LK RK), LP, LK

Dragon Back-Blow
With your back to your opponent, tap LP or RP

Fake
Hold ↓, tap ↑, or hold ↓, tap ↖, or hold ↓, tap ↗

Left-Right Combo
Tap LP, RP

Shaolin Spin-Kick
Tap RK, LK, RK

Machine-Gun Arrow
Tap LP, LP, LP, LP, LP

Rave-War Combo #1
Hold →, tap RP, RP, RP

Rave-War Combo #2
Tap RP, RP

Rainbow Kick
Hold ↓, ↑, tap (LK RK), or hold ↓, ↖, tap (LK RK), or hold ↓, ↗, tap (LK RK)

Dragon Low Kick
While crouching, tap LK

Triple Head-Kick
Tap LK, LK, LK

Mid-Kick Combo
During the Triple Head-Kick, hold →

Slide Kick
While crouching, motion ↘ ↓, hold ↘, tap LK

Crescent Kick
Tap RK, (↑ LK)

Running Side-Kick
Tap →, →, (→ LK)

Double Impact
While crouching, tap LK, RK

Low Kick to Somersault
Tap (↓ RK), LK

Front Kick to Somersault
While standing up, tap RK, LK

High Kick to Right Somersault
Tap LK, RK

Body Blow to Somersault
Hold ↓, tap RP, LK, or tap (↓ RP), LK

Triple Head-Kick to Somersault
Tap (↓ LK), LK, LK, LK, RK

Jumping Kick to Somersault
Tap (↑ LK), RK, or tap (↖ LK), RK, or tap (↗ LK), RK

Back Flipper
Tap (LK RK), LK, or hold ↑, tap RK, RK

Rampage
While crouching, tap RK, LK

Side Kick to Somersault
While standing up, tap LK, RK

Heavy-Hitting Combos

Ten-Hit Combo #1
Tap (↘ LP), RP, RP, LP, LK, LK, LK, RK, LK, RK

Ten-Hit Combo #2
Tap (↘ LP), LK, RP, RP, LK, (↓ LK), LK, RK, RK, RK

Ten-Hit Combo #3
Tap (↘ LP), LK, RP, RP, LK, (↓ LK), LK, LK, RK, RK

Julia Chang

Throws

Head Drop
When in close to your opponent, tap (LP LK)

Suplex
When in close to your opponent, tap (RP RK)

Double-Arm Slam
When in close to your opponent, hold ↘, tap (LP RP)

Triple Face-Smack
When in close to your opponent, motion ↓ ↙ ←, hold →, tap RP

Neck Breaker
When in close to your opponent, tap ↓, hold ↙, tap (LP LK)

Arm Crosser
When in close to your opponent, hold ↓, motion ↙ ↓, hold ↙, tap (LP RP)

Frankensteiner
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

Running Head-Drop
When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

Face Smash
When in close behind your opponent, tap (LP LK), or tap (RP RK)

Special Attacks

Low Counter
Tap (↓ LP LK)

Pop-Up Punch
Tap (→ LP)

Palm Strike
Tap (→ LP), RP

Elbow to Axe Kick
Tap →, (→ LP), RK

Double-Foot Stomp
Hold ↘, tap (LK RK)

Twin Punch
Tap (LP RP)

High Kick
Tap (↘ LK)

Punch and Spin
Tap RP, ←

Low Sweep
Hold ↘, tap RK

Low to High Kick
Hold ↘, tap RK, LK

Spin
Tap (LK RK)

Spin and Kick
Tap (LK RK), RK

One-Two Punch
Tap ↓, hold ↘, tap LP, RP

Stun Smash
Motion ↓ ↘ RP

Smash to Sweep
Tap (LP RK)

Smash to Sweep to Kick
Tap (LP RP), LK

Palm Kick
Tap (LK RP)

Palm Kick to Uppercut
Tap (LK RP), LP

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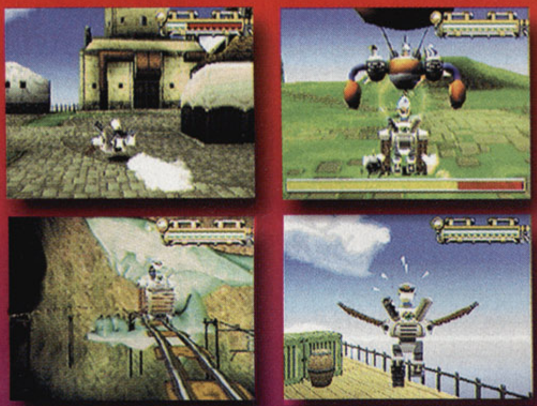

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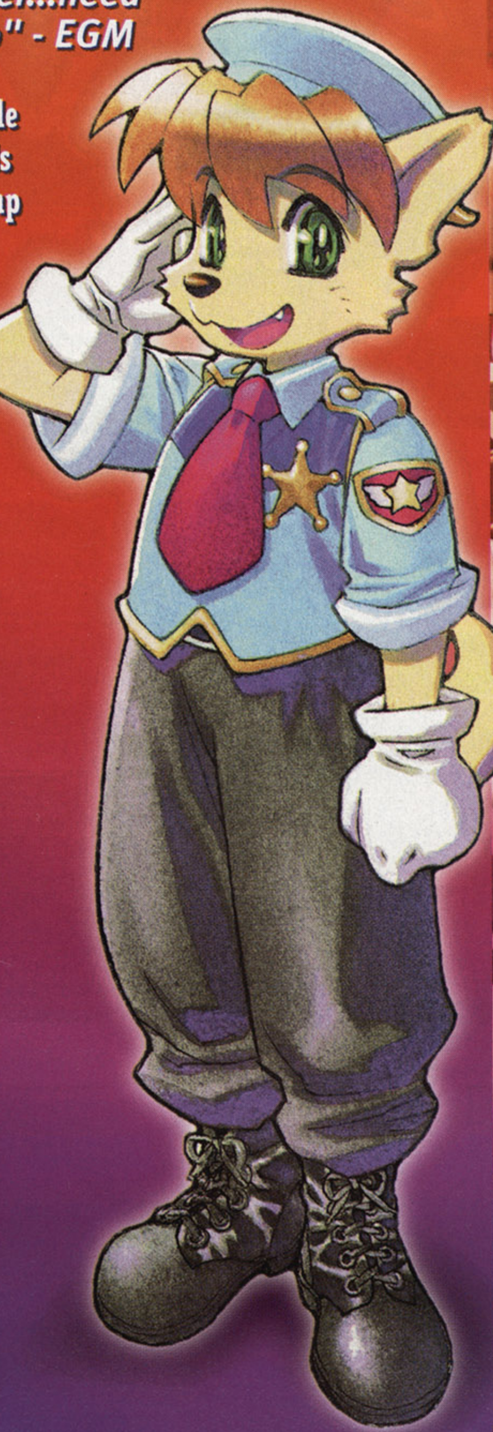

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Power Uppercut
Hold →, tap (LP RK)

Triple Launch
Tap LP, LP, LP

Double Chin-Strike
Tap (↘ LP), LP

Four-Hit Flying Kick
Tap LP, LP, RK, LK

Sweep to Flying Kick
Tap (↘ LP), RK, LK

Sweep to Shin Smash
Tap (↓ RK), LK

Gut-Smash
Tap (↘ RP)

Gut-Smash to Uppercut
Tap (↘ RP), LP

Sweep to Head Kick
Tap (↓ RK), RK

Sweep to Low Kick
Tap (↓ RK), hold ↓, tap RK

Chin Strike to Kick
Tap (↘ RP), RK

Chin Strike to Low Kick
Tap (↘ RP), LK

Triple Strike
Tap LP, RP, RK

Triple Low-Strike
Tap LP, RP, LK

Rising Uppercut
While rising from a crouch, tap RP, LP, LP

Rising Side-Smash
While rising from a crouch, tap RP, RP

Rising Low-Kick
While rising from a crouch, tap RP, RK, RK

Rising Low-Uppercut
While rising from a crouch, tap RP, RK, LP

Rising Low-Sweep
While rising from a crouch, tap RP, RK, hold ↓, tap RK

Rising Arrow-Kick
While rising from a crouch, tap RP, LP, RK, LK

High Spin-Kick
Tap RK, RK, RK

Spin-Kick Upper
Tap RK, RK, LP

Low Spin-Kick
Tap RK, RK, hold ↓, tap RK

Heavy-Hitting Combos

Ten-Hit Combo #1
Tap RP, LP, LP, RP, LK, LK, RP, LK, RP, LP

Ten-Hit Combo #2
Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

Ten-Hit Combo #3
Tap RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

Gun Jack

Throws

Throw Over
When in close to your opponent, tap (LK LP)

Power Slam
When in close to your opponent, tap (LK RP)

Head Drop
When in close to your opponent's right side, tap (LK LP), or tap (RK RP)

Overhead Throw
When in close to your opponent's left side, tap (LK LP), or tap (RK RP)

Tailbone Smash
When in close behind your opponent, tap (LK LP), or tap (RK RP)

Pile Driver
When in close to your opponent, tap ↙, hold →, tap (LP RP)

Backbreaker
When in close to your opponent, motion ↓ ↙, hold ←, tap RP

Power Bomb
When in close to your opponent, motion ↓ ↘, hold →, tap LP

Air Toss
When in close to your opponent, hold ↘, tap (RP RK), or tap ↘, hold ↘, tap (RK RP)

Power Slam
When in close to your opponent, hold ↗, tap (LP RP)

Power Punch
Immediately after doing the Power Slam, tap ↓, hold ↘, tap RP

Bone-Breaker Slam
When in close to your opponent, tap →, hold →, tap (LK RP)

Special Attacks

Body Drop
Tap (↘ LK LP)

Two-Arm Launch
Tap ↓, (LP RP)

Double-Arm Smash
Tap →, (→ LP RP)

Sitting Smash
Tap (↗ LK RK)

Squat
Tap (↓ LK RK)

Shin-Breaker
Tap (↘ LK RP)

Megaton Punch
Motion ← ↙ ↓, hold ↘, tap RP

Sumo Stomp
Tap (↓ RK)

Fly
Tap (LK RK)
Note: Tap (LK RP) during this move to fly even higher.

Wind-Up Punch
Motion 360 degrees counterclockwise toward your opponent starting from ←, then tap LP
Note: Repeat the motion to the count of "five" to increase the power of the punch.

Elbow Tap
Tap →, RK, LP

Low Slide
Hold →, tap (LK RK)

Double Anvil
Tap →, (LP RP), (LP RP)

Low Crush
Hold ↘, tap (LP RP)

Mini-Hammer Smash
Hold ↓, ↘, tap LP, hold ↓, tap LP

Mini-Hammer Cutter
Hold ↓, ↘, tap LP, hold ↘, tap LP

Mini-Hammer Punch
Hold ↓, ↘, tap LP, hold →, tap LP

Hammer Smash
Hold ↓, ↘, tap LP, RP, hold ↓, tap LP

Hammer Cutter
Hold ↓, ↘, tap LP, RP, hold ↘, tap LP

Hammer Punch
Hold ↓, ↘, tap LP, RP, hold →, tap LP

Overhead Smash
Tap (LP RP)

Low Leg-Smash
Motion ← ↙ ↓, hold ↘, tap LP

Double Arm
Tap (LP RP), (LP RP)

Heavy-Hitting Combos

Four-Hit Uppercutter
Hold ↙, tap LP, RP, LP, RP

Four-Hit Squat Pounder
Tap (↓ LK RK) to squat, then tap LP, RP, LP, RP

Four-Hit Squat Puncher
Tap (↓ LK RK) to squat, then tap RP, LP, RP, LP

Four-Hit Hammer
Hold ↓, tap (↘ LP), RP, LP, LP

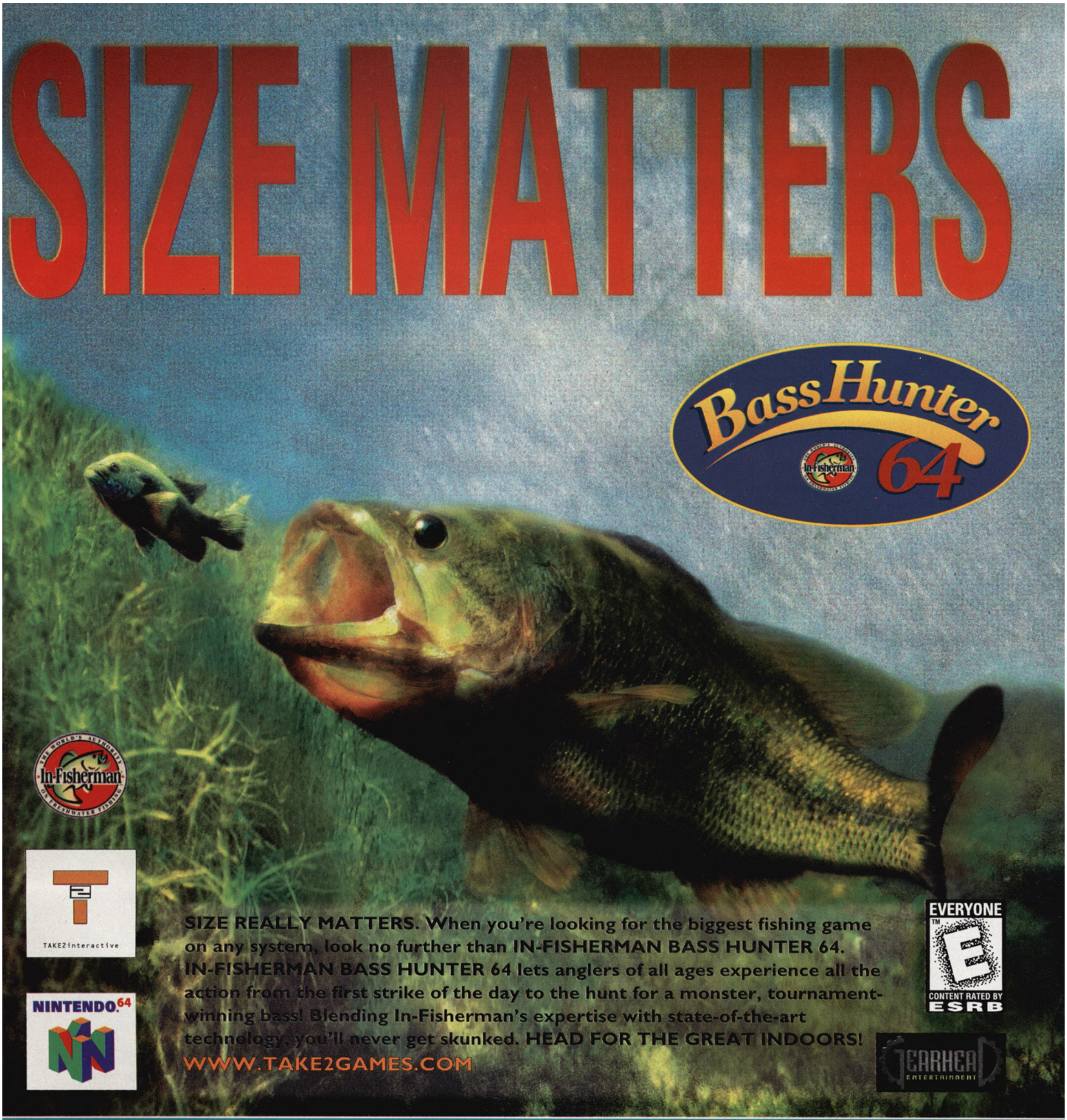
Four-Hit Shin Smasher
Hold ↓, tap (↙ LP), LP, LP, RP

Six-Hit Dancer
Tap (↙ LK), hold ↙, tap RK, LK, RK, LK, RK

Six-Hit Machine Gun
Tap (↙ LP), LP, LP, LP, LP, RP

Ten-Hit Combo #1
Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Ten-Hit Combo #2
Tap (↗ LP), LP, RK, LK, RK, LP, RP, LP, (↓ LP RP), (LP RP)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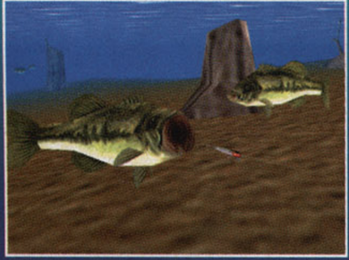

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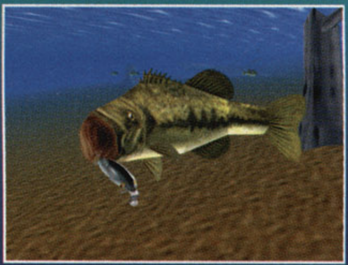

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Paul

Throws

Over the Shoulder
When in close to your opponent, tap (LK LP)

Shoulder Pop
When in close to your opponent, tap (RP RK)

Dragon Screw
When in close to your opponent's left side, tap (RP PK), or tap (LP LK)

Fall Away
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

Reverse Neck-Throw
When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

Push Away
When in close to your opponent, tap →, hold →, tap (RP LP)

Twist & Shout
When in close to your opponent, hold ↘, tap (RP LP)

Reverse Throw
When in close to and with your back to your opponent, tap (LK LP), or tap (RK RP)

Special Attacks

Foot Launch
Hold ←, tap (LK RP)

Rubberband Attack
Motion ↓ ↙ ←, (pause), tap RP

God Hammer-Punch
Motion ↓ ↙ ←, (pause), tap LP

Phoenix Smasher
Motion ↓ ↘ → RP

Jawbreaker
While crouching, hold ↘, tap RP

Neutron Bomb
Tap →, (→ RK)

Flash Elbow
Tap →, hold →, tap RP

Burning Fist
Hold ←, tap (RP LP)

Shoulder Tackle
Tap (→ LP RK)

Thruster
Motion ↓ ↘ → LP

Hammer of the Gods
Tap (→ RP LP)

Ultimate Tackle
Hold ↙, tap (RP LP)
Note: Perform the following moves during the Ultimate Tackle.

Ultimate Punch
Tap RP, LP, RP, LP, RP

Ultimate Choke
Tap RP, hold ↓, tap LP, LP, (pause), tap RK, LP, (RP LP)

Arm Breaker
Tap (RP LP)

Forward-Thrust Punch
Tap →, (→ RP LP)

Sway
Motion ↓ ↙, hold ←

Sway & Low Kick
Motion ↓ ↙ ←, (pause), tap LK

Rapid Fire
Motion ↓ ↙ ←, (pause), tap LK, RP

Rapid Fire to Phoenix Smasher
Motion ↓ ↙ ←, (pause), tap LK, RP, LP

Rapid Fire to Stone Breaker
Motion ↓ ↙ ←, (pause), tap LK, RP, RP

Left-Right Combo
Tap LP, RP

Jab-Roundhouse
Tap RP, LK

Jab-Sweep
Tap RP, hold ↓, tap LK

Quick PK Combo
Tap (→ RP), LK

Reverse PDK Combo
Tap LP, RK

Shredder
Tap (↗ LK), RK

Bone Breaker
While crouching, tap RK, RP

Triple-Kick Combo
Tap →, (→ LK), RK, (→ RK)

Double Hop-Kick Low
Tap →, (→ LK), RK, (↓ RK)

Double Hop-Kick High
Tap →, →, LK, RK, RK

Hammer Punch
While crouching, tap LP

Hammer Punch to Power Punch
While crouching, tap LP, RP

Hangover
While crouching, tap LP, RK, RP

Gut Buster
While crouching, hold ↘, tap RP, LP

Stone Breaker
While crouching, hold ↘, tap RP, RP

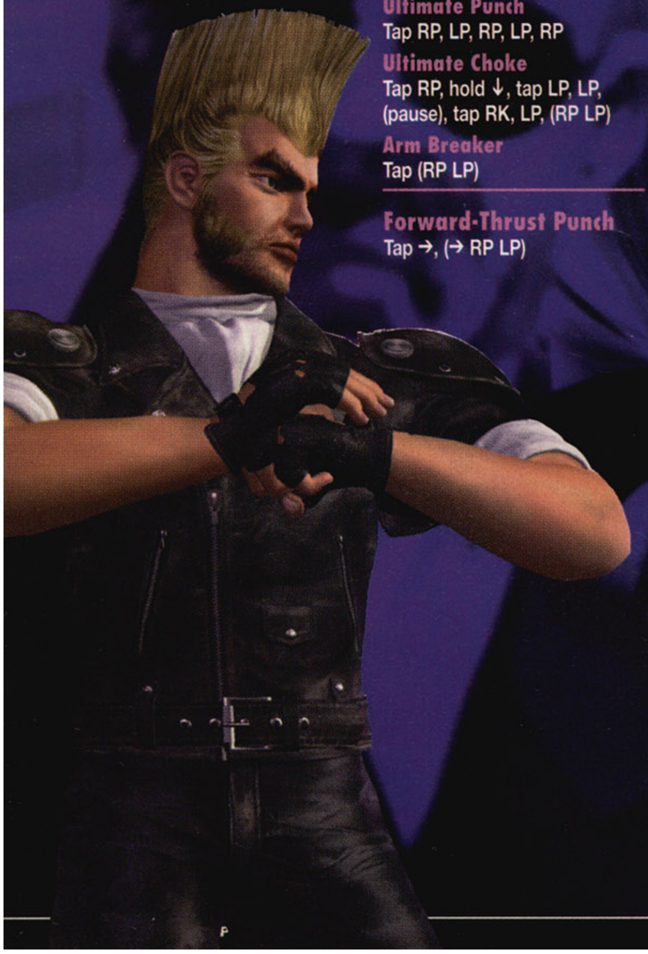
Countermove

Counterattack
When your opponent attacks, hold ←, tap (LP LK), or hold ←, tap (RP RK)

Heavy-Hitting Combos

Ten-Hit Combo #1
Tap LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

Ten-Hit Combo #2
Tap LP, RP, LK, LP, RK, RP, LP, RK, RP, LP



Heihachi

Throws

Neck Snap
When in close to your opponent, tap (LP LK)

Power Bomb
When in close to your opponent, tap (RP RK)

Guillotine
When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

One-Hand Press Slam
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

Atomic Drop
When in close behind your opponent, tap (LP LK), or tap (RP RK)

Special Attacks

Shadow Step
Tap ←, ←, (pause), tap (LK RK)

Ground Stomp
When your opponent is on the ground, tap (↓ RK)

Headbutt
Tap →, hold →, tap (LP RP)

Super Headbutt
Tap →, hold →, tap (LP RK)

Power Punch
Motion ↓ ↘ → RP

Dragon Punch
Motion → ↓ ↘ LP

Uppercut
Tap →, (pause), motion ↓ ↘ RP

Wicked Uppercut
Tap →, →, RP

Jumping Low-Kick
Motion → ↓, hold ↘, tap LK

Jumping Side-Kick
Motion → ↓ ↘ LK

Spinning Back-Fist
Tap (← RP)

Drive-Through
Tap (↓ LP), RP

Double Palm-Strike
Tap (LP RP)

Double Uppercut
Tap (↘ LP), RP

Heel Strike
Tap (→ RK)

Hop Kick
Tap →, →, →, LK

Full Extension
Tap →, →, LK

Thrust Kicks
Tap (↗ LK), RK

Scissors Kick
Tap RK, LK

Stone-Cold Spin Kicks
Tap (↗ RK), RK

Funk You Up
Hold ↓, tap (LP RK)

Triple Fist-Strike
Tap LP, RP, (LP RP)

Execution
Tap LP, RP, RP, (LP RP)

Triple Threat
Tap (→ LP), (← RP), RK

Hat Dance
Tap →, (pause), tap ↓, hold ↘, tap RK, RK, RK

Heavy-Hitting Combos

Ten-Hit Combo #1
Tap →, hold →, tap RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

Ten-Hit Combo #2
Tap (↘ LK), RP, RP, RK, RK, LP, RK, LP, RP, RK

Ten-Hit Combo #3
Tap (↘ LK), RP, RP, RK, RK, LP, RP, LP, RP, LP

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Hwoarang

Throws

Pickpocket
When in close to your opponent, tap (LP LK)

Human Cannonball
When in close to your opponent, tap (RP RK)

Bring It On
When in close to your opponent's left side, tap (LP LK), or tap (RP RK)

Dead End
When in close to your opponent's right side, tap (LP LK), or tap (RP RK)

Slaughterhouse
When in close to and behind your opponent, tap (LP LK), or tap (RP RK)

Special Attacks

Doormat
Motion ↓ ↙, hold ←, tap LK

Leg-Hook Throw
Tap ↓, hold ↙, tap (LK LP)

Roll & Choke
Tap →, hold →, tap RP

Right Flamingo Feint
Hold →, tap RK, (joystick neutral)
Note: Perform the following moves during the Right Flamingo Feint.

Right Punch
Tap RP

Left Punch
Tap LP

Step Kick
Tap LK

Cutter Right
Tap (↙ RK)

Cutter Left
Tap (↙ LK)

Snap Kick
Tap (→ RK)

Snap Spin-Kick
Tap (← RK)

Right Kick
Tap RK

Step In
Tap →

Back Dash
Tap →

Sidestep A
Tap ↑

Sidestep B
Tap ↓

Left Flamingo Feint
Hold →, tap LK, (pause)
Note: Perform the following moves during the Left Flamingo Feint.

Left Punch
Tap LP

Right Punch
Tap RP

Step Kick
Tap RK

Cutter Right
Tap (↙ RK)

Cutter Left
Tap (↙ LK)

Snap Kick
Tap (→ LK)

Snap Spin-Kick
Tap (← LK)

Rocket Launcher
Tap LK, LK, LK

Cannon Kicks
Tap LK, LK, RK

Kick Combo
Tap LK, LK, RK, RK

Power Blast
Tap (LP RK)

Step In
Tap →

Back Dash
Tap ←

Sidestep A
Tap ↑

Sidestep B
Tap ↓

Motion Switch
Tap (LK RK)
Note: This move changes your fighting stance from left-handed to right-handed and vice versa.

As a Lefty
Note: Perform the following moves as a lefty.

Cheap Shot
Tap (→ LK)

Nose Bleeder
Tap (← RK)

Migraine
Tap LP, LP

Toe Jam
Tap RK, RK

Grand Theft
Tap (→ RK), RK

E. Coli
Tap LK, LK

Backlash
Tap LK, RK

Disrespect
Tap (RP LP)

Big Fists
Tap RP, LP, LP

Chainsaw Kick
Tap RK, LK

Screw Kick
Tap →, hold →, tap RK, LK

Misdemeanor
Tap (← LK)

Cheap Shot-R-Treat
Tap (→ LK), hold ←

Bad Dancer
Tap (→ LK), RK

Ripoff
Tap →, hold →, tap LK

As a Righty
Note: Perform the following moves as a righty.

Sky Rocket
Tap →, (pause), motion ↓ (↘ RK)

Spiral Tap
Tap →, hold →, tap LK

Rusty Knife
Tap (→ RP)

Crippler
Tap (↙ RK)

Disrespect
Tap (RP LP)

Dynamite Heel
Tap (↙ LK RK)

Jump Kick
Hold ↑, tap LK

Migraine
Tap RP, RP

Toe Jam
Tap RK,RK

Axe Murderer
Tap RK, LK

Doggie Lift
Tap (→ RK)

Grand Theft
Tap (→ RK), RK

Nose Bleeder
Tap (← RK)

E. Coli
Tap (→ LK), LK

Machine-Gun Kick (Civil Disobedience)
Tap LK, LK, LK, LK

Disorderly Conduct
Tap LK, LK, RK

Party Hearty
Tap LK, LK, RK, RK

Rock Your World
Tap LK, LK, LK, RK

Total Outrage
Tap LK, LK, LK, RK, RK

Menace
Tap LK, LK, (↓ LK)

Menace to Society
Tap LK, LK, (↓ LK), RK

Menace to Society Double-Kick
Tap LK, LK, (↓ LK), RK, RK

Public Enemy
Tap (↘ LK), RK

Hunting Hawk
Tap (↗ LK), RK, LK

Flying Eagle
Tap LK, RK

Slice & Dice
Tap LP, LP, LK

Home Surgery
Tap LP, LP, LK, LK

Left-Right
Tap LP, RP

Rejected
Tap LP, RP, LK

Rejection
Tap LP, RP, RK

Tetanus
Hold →, tap RP

Body Blow
Tap (↘ RP LP)

Hot Feet
Tap RK, RK, RK, RK

Hard Rocker
Tap RK, hold →, tap RK

Kitchen Sink
Tap RK, RK, hold ←, tap RK

Da Bomb
Tap RK, RK, hold →, tap RK

Da Bomb to Right Flamingo
Tap RK, RK, RK

Blizzard Kicks
Tap RK, RK, RK, LK

Rude Boy
Tap RK, hold →, tap LK

Bird Hunter
Tap (↓ RK), RK

Repeater
Tap (↙ RK), RK

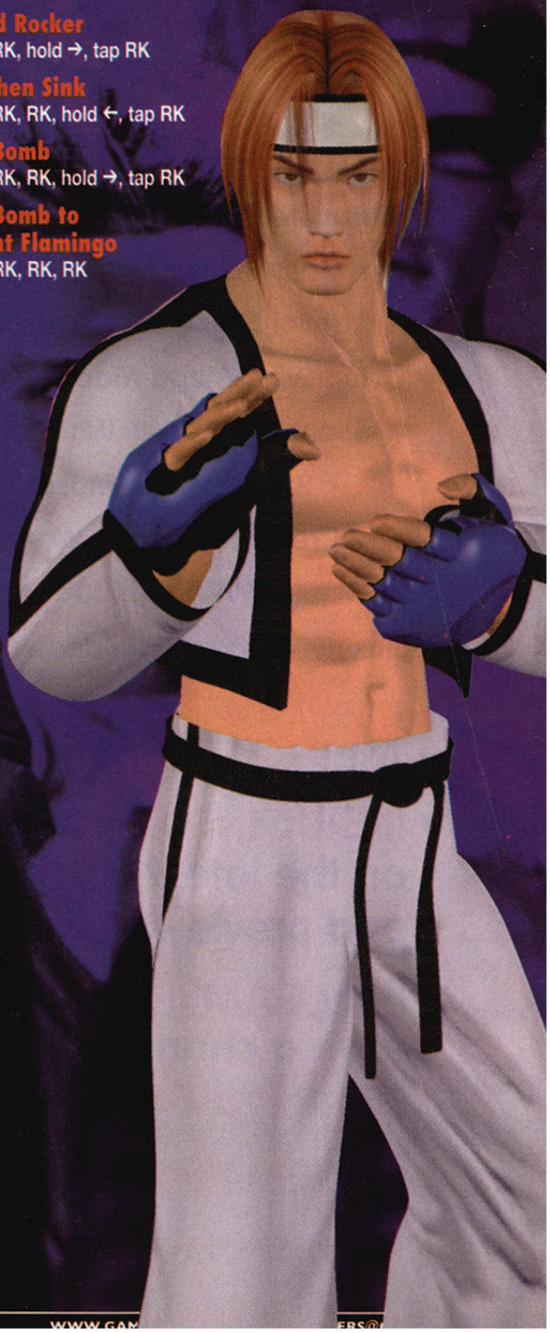
Tsunami Kick
While standing up, tap RK, RK

Torpedo Kick
Tap →, hold →, tap RK

Heavy-Hitting Combos

Ten-Hit Combo #1
Tap RP, RP, LK, RK, LK, RK, RK, RK, RK, LK

Ten-Hit Combo #2
Tap LP, RP, LK, RK, LK, RK, RK, RK, RK, LK



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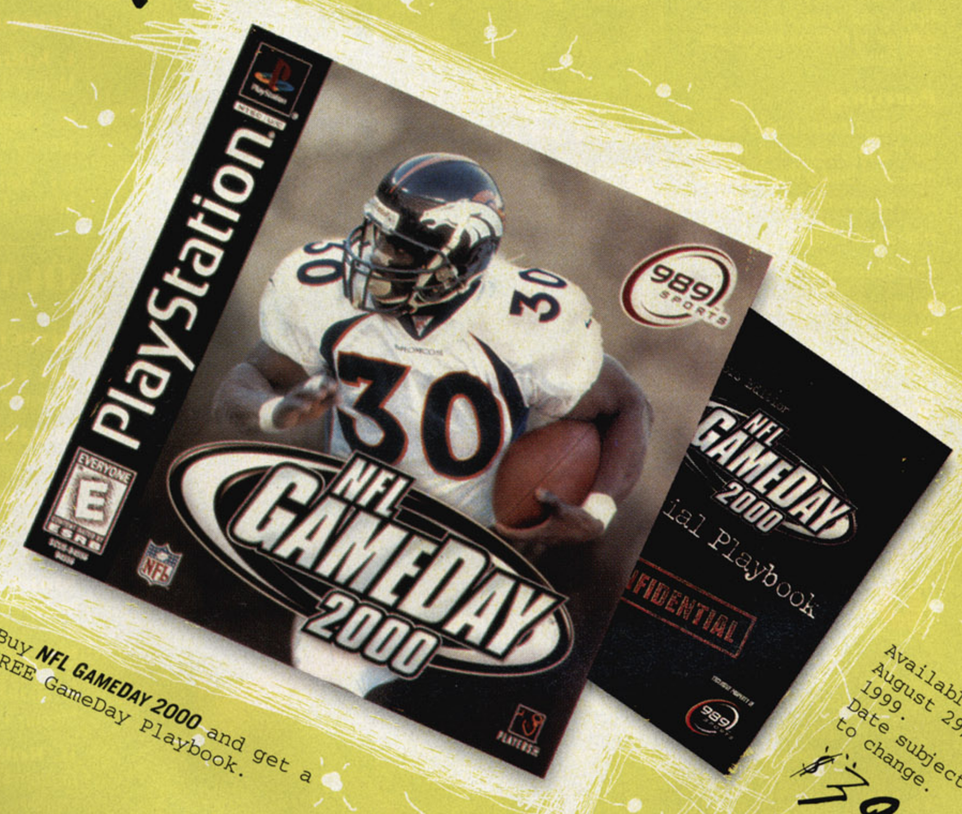
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ARCADE

BASIC SKILLS

Throw
To throw your opponent, get in close to them and tap (JP SK)

Leap Attack
To perform a leap attack, tap (SP FK)

Taunt
To annoy your opponent, tap (FP RK)

Note: Some characters can inflict damage on their opponents with their taunts.

Parrying
To deflect an incoming attack, tap the joystick in the direction indicated below the moment your opponent makes contact:

High attack: Tap →

Low attack: Tap ↓

Air attack: While in the air, tap →

AKUMA

Special Moves

Gou Hadou-Ken*
Motion ↓ ↘ → P

Shakunetsu Hadou-Ken
Motion → ↘ ↓ ↙ ← P

Tatsumaki Aznkuu-Kyaku*
Motion ↓ ↙ ← K

Gou Shouryu-Ken
Motion → ↓ ↘ P

Super Arts

I. Messatsu-Gouhadou
Motion ↓ ↘ → ↓ ↘ → P

II. Messatsu-Goushoryu
Motion ↓ ↘ → ↓ ↘ → P

III. Messatsu-Gourasen
Motion ↓ ↘ → ↓ ↘ → K

The Controls

JP
SP
FP
SK
FK
RK

P = Any Punch button
JP = Jab Punch
SP = Strong Punch
FP = Fierce Punch

K = Any Kick button
SK = Short Kick
FK = Forward Kick
RK = Roundhouse Kick

Charge = Hold the direction indicated for the number of seconds indicated.
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

* Designates a move that can also be performed in the air.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.

ALEX

Special Moves

Flash Chop
Motion ↓ ↘ → P

Power Bomb
Motion → ↘ ↓ ↙ ← P

Air Stampede
Charge ↓ two seconds, tap (↑ K)

Elbow Smash
Charge ← two seconds, tap (→ K)

Super Arts

I. Hyper Bomb
Motion 360 degrees clockwise starting from →, tap P

II. Boomerang Raid
Motion ↓ ↘ → ↓ ↘ → P

III. Stun Gun Headbutt
Motion ↓ ↘ → ↓ ↘ → P

CHUN-LI

Special Moves

Hyakuretsu-Kyaku
Tap K rapidly

Kikoh-Ken
Motion ← ↙ ↓ ↘ → P

Spinning-Bird Kick
Charge ↓ two seconds, tap (↑ K)

Hazan-Shu
Motion → ↘ ↓ ↙ ← K

Super Arts

I. Kikou-Shou
Motion ↓ ↘ → ↓ ↘ → P

II. Houyoku-Sen
Motion ↓ ↘ → ↓ ↘ → K

III. Tensei-Ranka
Motion ↓ ↘ → ↓ ↘ → K

DUDLEY

Special Moves

Jet Uppercut
Motion → ↓ ↘ P

Machine-Gun Blow
Motion ← ↙ ↓ ↘ → P

Ducking Straight
Motion ← ↙ ↓ ↘ → K, tap P

Short Swing-Blow
Motion → ↘ ↓ ↙ ← K

Super Arts

I. Rocket Uppercut
Motion ↓ ↘ → ↓ ↘ → P

II. Rolling Thunder
Motion ↓ ↘ → ↓ ↘ →, tap P rapidly

III. Corkscrew Blow
Motion ↓ ↘ → ↓ ↘ → P

ELENA

Special Moves

Scratch Wheel
Motion → ↓ ↘ K

Rhino Horn
Motion ← ↙ ↓ ↘ → K

Mallet Smash
Motion → ↘ ↓ ↙ ← P

Spinning Scythe
Motion ↓ ↙ ← K

Super Arts

I. Spinning Beat
Motion ↓ ↘ → ↓ ↘ → P

II. Brave Dance
Motion ↓ ↘ → ↓ ↘ → K

III. Healing
Motion ↓ ↘ → ↓ ↘ → P

HUGO

Special Moves

Shock Wave
Motion ↓ ↙ ← P

Earthquake Bombs
Motion 360 degrees clockwise starting from →, tap P

Devastator
Motion → ↓ ↘ P

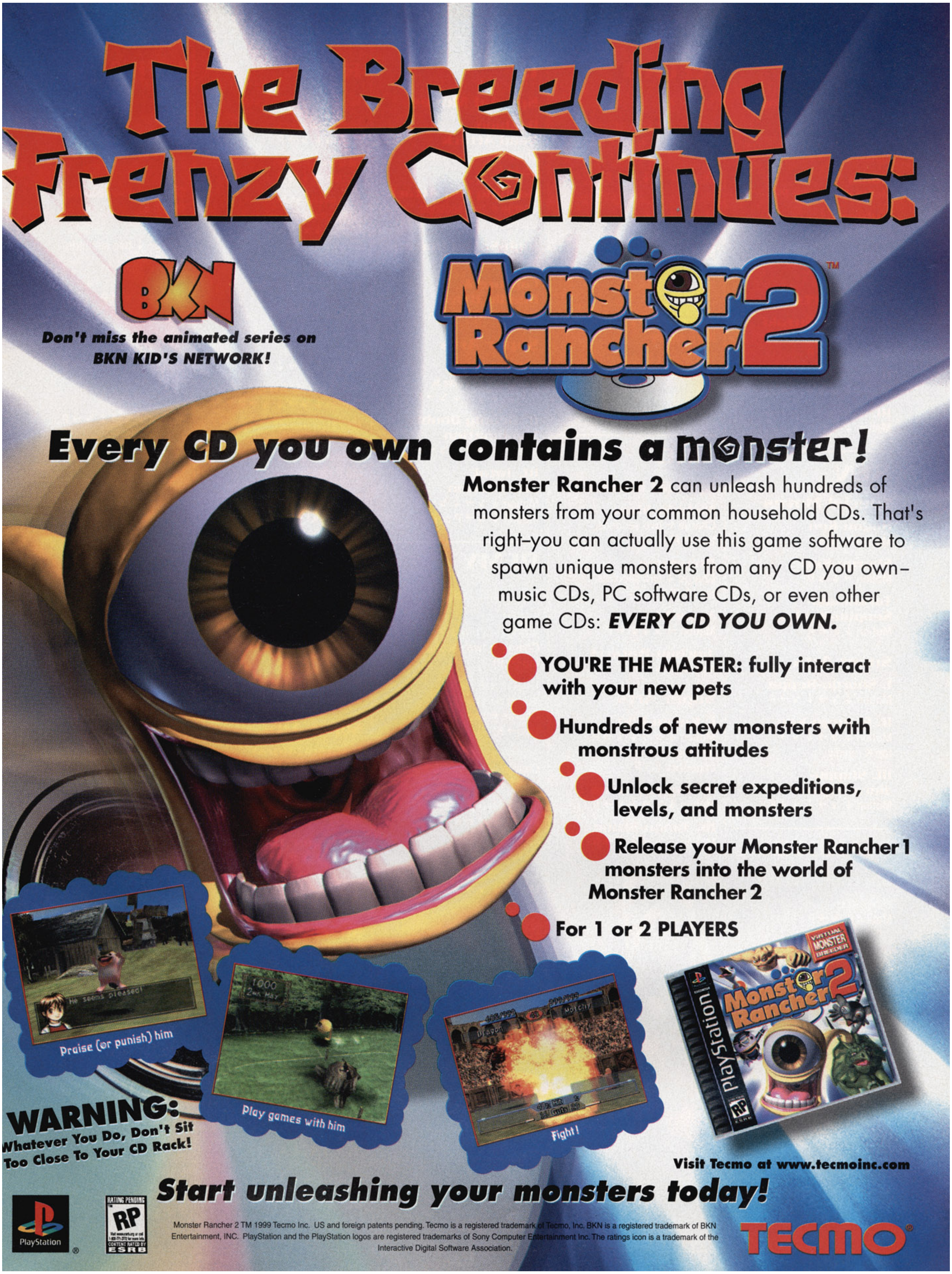
Monster Lariat
Motion ↓ ↘ → P

Super Arts

I. Gigas Breaker
Motion 720 degrees clockwise starting from →, tap P

II. Megaton Press
Motion ↓ ↘ → ↓ ↘ → K

III. Hammer Frenzy
Motion ↓ ↘ → ↓ ↘ → P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IBUKI

Special Moves

Kunai Dagger
While in the air,
motion ↓ ↘ → P

Raida
Motion → ↘ ↓ ↙ ← P

Kubiori
Motion ← ↙ ↓ ↘ → P

Hien
Motion ← ↓ ↙ K

Super Arts

I. Kasumi-Suzaki
While in the air, motion
↓ ↘ → ↓ ↘ → P

II. Yoroi-Doushi
Motion ↓ ↘ → ↓ ↘ → P

III. Yami-Shigure
Motion ↓ ↘ → ↓ ↘ → P

KEN

Special Moves

Hadou-Ken
Motion ↓ ↘ → P

Shoryu-Ken
Motion → ↓ ↘ P

Tatsumaki-Senpuu-Kyaku
Motion ↓ ↙ ← K

Super Arts

I. Shoryu-Reppa
Motion ↓ ↘ → ↓ ↘ → P

II. Shinryu-Ken
Motion ↓ ↘ → ↓ ↘ →,
tap K rapidly

III. Shippu-Jinrai-Kyaku
Motion ↓ ↘ → ↓ ↘ → K

MAKOTO

Special Moves

Hayate
Motion ↓ ↘ → P

Fukiage
Motion → ↓ ↘ P

Oroshi
Motion ↓ ↙ ← P

Karakusa
Motion → ↘ ↓ ↙ ← K

Super Arts

I. Seichusen-Godanzuki
Motion ↓ ↘ → ↓ ↘ → P

II. Abare-Tosanami
Motion ↓ ↘ → ↓ ↘ → P

III. Tanden-Renki
Motion ↓ ↘ → ↓ ↘ → P

NECRO

Special Moves

Electric Blaster
Motion → ↓ ↘, tap P rapidly

Spinning Punch
Motion ← ↙ ↓ ↘ → P

Flying Viper
Motion ↓ ↙ ← P

Snake Fang
Motion ← ↙ ↓ ↘ → K

Super Arts

I. Magnetic Storm
Motion ↓ ↘ → ↓ ↘ →,
tap P rapidly

II. Slam Dance
Motion ↓ ↘ → ↓ ↘ → P

III. Electric Snake
Motion ↓ ↘ → ↓ ↘ → P

ORO

Special Moves

Nichirin-Shou
Charge ← two seconds,
tap (→ P)

Oniyanma
Charge ↓ two seconds,
tap (↑ P)

Niouriki
Motion → ↘ ↓ ↙ ← P

Jinchuu-Watari*
Motion ↓ ↘ → K

Super Arts

I. Kishin-Riki
Motion ↓ ↘ → ↓ ↘ → P,
when in close to your
opponent, tap P

II. Yagyou Dama
Motion ↓ ↘ → ↓ ↘ → P

III. Tengu-Stone
Motion ↓ ↘ → ↓ ↘ → P

Q

Special Moves

Dashing Head Attack
Charge ← two seconds,
tap (→ P)

Dashing Leg Attack
Charge ← two seconds,
tap (→ K)

High-Speed Barrage
Motion ↓ ↙ ← P

Capture & Deadly Blow
Motion → ↘ ↓ ↙ ← K

Super Arts

I. Critical Combo Attack
Motion ↓ ↘ → ↓ ↘ → P

II. Deadly Double Combination
Motion ↓ ↘ → ↓ ↘ → P

III. Total Destruction
Motion ↓ ↘ → ↓ ↘ → P,
motion ↓ ↘ → P or K

REMY

Special Moves

Light of Virtue (High)
Charge ← two seconds,
tap (→ P)

Light of Virtue (Low)
Charge ← two seconds,
tap (→ K)

Rising Rage Flash
Charge ↓ two seconds,
tap (↑ K)

Cold Blue Kick
Motion ↓ ↙ ← K

Super Arts

I. Light of Justice
Motion ↓ ↘ → ↓ ↘ → P

II. Supreme Rising-Rage Flash
Motion ↓ ↘ → ↓ ↘ → K

III. Blue Nocturne
Motion ↓ ↘ → ↓ ↘ → K

RYU

Special Moves

Hadou-Ken
Motion ↓ ↘ → P

Shoryu-Ken
Motion → ↓ ↘ P

Tatsumaki-Senpuu-Kyaku*
Motion ↓ ↙ ← K

Joudan-Sokutou-Geri
Motion ← ↙ ↓ ↘ → K

Super Arts

I. Shinkuu-Hadou-Ken
Motion ↓ ↘ → ↓ ↘ → P

II. Shin-Shoryu-Ken
Motion ↓ ↘ → ↓ ↘ → P

III. Denjin-Hadou-Ken
Motion ↓ ↘ → ↓ ↘ → P,
tap P rapidly

SEAN

Special Moves

Sean Tackle
Motion ← ↙ ↓ ↘ →, hold P

Tornado Kick
Motion ↓ ↙ ← K

Ryubi-Kyaku
Motion ↓ ↘ → K

Dragon Smash
Motion → ↓ ↘ P

Super Arts

I. Hadou-Burst
Motion ↓ ↘ → ↓ ↘ → P

II. Shoryu-Cannon
Motion ↓ ↘ → ↓ ↘ →, tap P rapidly

III. Hyper Tornado
Motion ↓ ↘ → ↓ ↘ → P

TWELVE

Special Moves

N.D.L.
Motion ↓ ↘ → P

A.X.E.*
Motion ↓ ↙ ← P

D.R.A.
While in the air,
motion ↓ ↙ ← K

Super Arts

I. X.N.D.L.
Motion ↓ ↘ → ↓ ↘ → P

II. X.F.L.A.T.
While in the air,
motion ↓ ↘ → ↓ ↘ → K

III. X.C.O.P.Y.
Motion ↓ ↘ → ↓ ↘ → P

URIEN

Special Moves

Chariot Attack
Charge ← two seconds,
tap (→ K)

Vicious Knee-Drop
Charge ↓ two seconds,
tap (↑ K)

Vicious Headbutt
Charge ↓ two seconds,
tap (↑ P)

Metallic Sphere
Motion ↓ ↘ → P

Super Arts

I. Tyrant Slaughter
Motion ↓ ↘ → ↓ ↘ → P

II. Temporal Thunder
Motion ↓ ↘ → ↓ ↘ → P

III. Aegis Reflector
Motion ↓ ↘ → ↓ ↘ → P

YANG

Special Moves

Tourou-Zan
Motion ↓ ↘ → P

Senkyu-Tai
Motion ↓ ↘ → K

Byakko-Soushouda
Motion ↓ ↙ ← P

Zenpou-Tenshin
Motion → ↘ ↓ ↙ ← P

Super Arts

I. Rashin-Mahhaken
Motion ↓ ↘ → ↓ ↘ → P

II. Magnetic Storm
Motion ↓ ↘ → ↓ ↘ →,
tap P rapidly

III. Seiei-Enbu
Motion ↓ ↘ → ↓ ↘ → P

YUN

Special Moves

Tetuzankou
Motion → ↓ ↘ P

Zesshou-Hohou
Motion ↓ ↘ → P

Nishou-Kyaku
Motion → ↓ ↘ K

Kobokushi
Motion ↓ ↙ ← P

Super Arts

I. You-Hou
Motion ↓ ↘ → ↓ ↘ → P

II. Sourai-Rengeki
Motion ↓ ↘ → ↓ ↘ → K

III. Genei-Jin
Motion ↓ ↘ → ↓ ↘ → P

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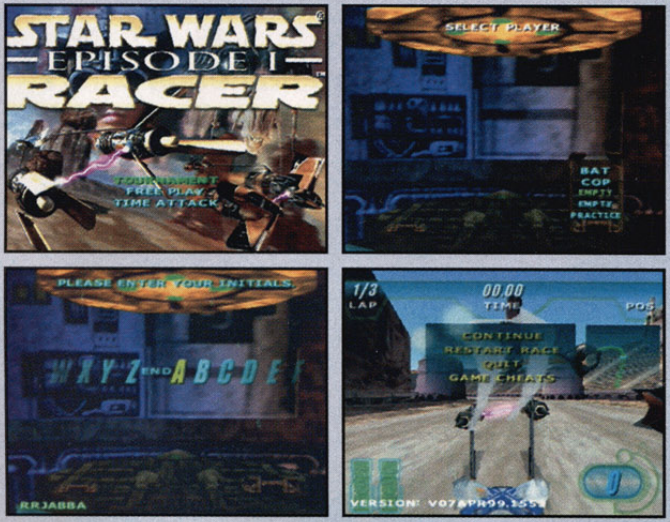
READER TIP OF THE MONTH

Nintendo 64

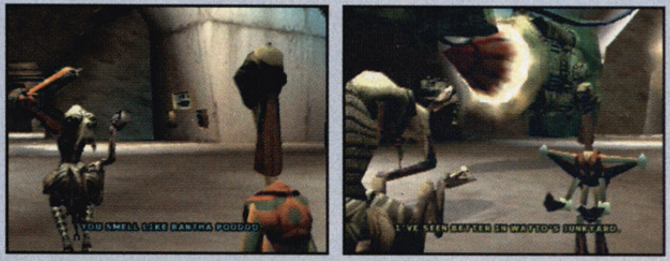
Star Wars Episode I: Racer

Debug Menu, Invincibility, Mirror Mode, and More


STAR WARS
EPISODE I
RACER
TOURNAMENT
FREE PLAY
TIME ATTACK
SELECT PLAYER
BAT
COP
EMPTY
EMPTY
PRACTICE
PLEASE ENTER YOUR INITIALS
WXYZ END ABCDEF
RRJABBA
1/3
LAP
00.00
TIME
POS
CONTINUE
RESTART RACE
QUIT
GAME CHEATS
VERSION: V07APR99.155

Cheats Menu: At the title screen, select Tournament mode, then highlight an Empty name-entry slot and **press A**. To enter the codes below, first **press and hold Z. While holding Z, press L** as you enter each letter of the code. After you've entered the code, highlight End and **press L, then A**. Before exiting the screen, enter all the codes you wish, then enter your name. Next, begin a race on any Tournament mode track, pause the game, and **press Up, Left, Down, Right**. A new option, Game Cheats, will appear that will enable you to activate each cheat.

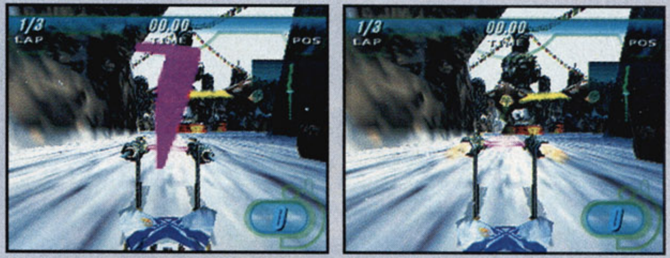
Debug Menu:	RRDEBUG
Invincibility:	RRJABBA
Mirror Mode:	RRTHEBEAST



YOU SMELL LIKE BANTHA POODOO.

I'VE SEEN BETTER IN WATTO'S JUNKYARD.

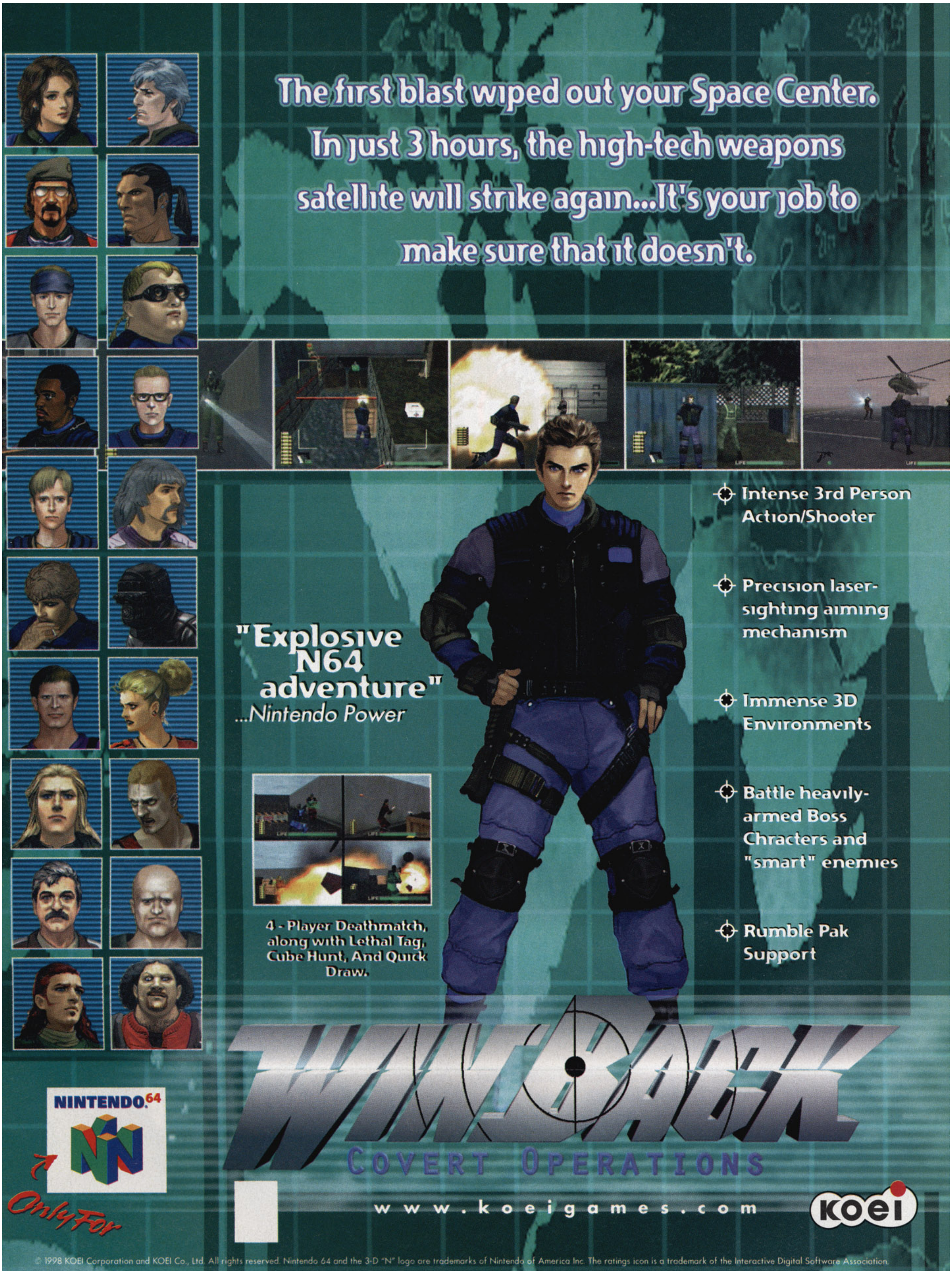
Taunt Your Opponent: At the title screen, select Tournament mode, then enter or choose your name at the Select Player screen, and pick your racer. Highlight Start Race, **press and hold Z, then press A** to begin the race. You'll see an intermission screen showing the race favorite and your racer taunting each other. When the race begins, **tap R twice** any time to taunt your opponents.


1/3
LAP
00.00
TIME
POS

Turbo Start: During the countdown at the start of a race, **press and hold A** as soon as the number "1" disappears from the screen.

Michael Neville-O'Neill
Rowley, MA

STAR WARS
EPISODE 1
RACER



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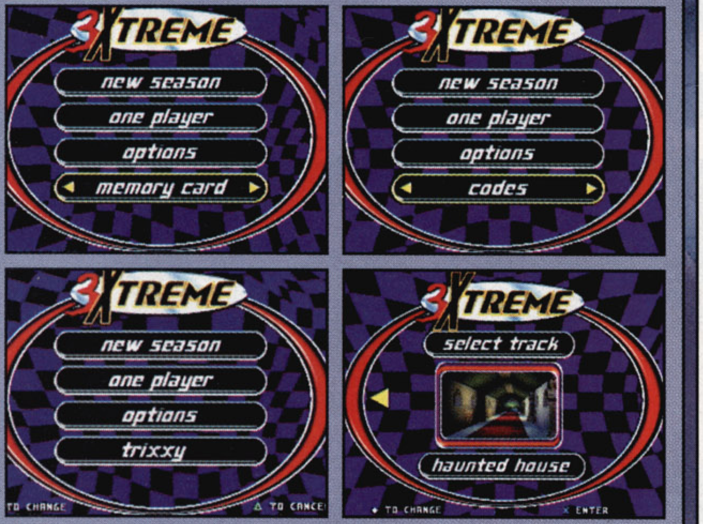
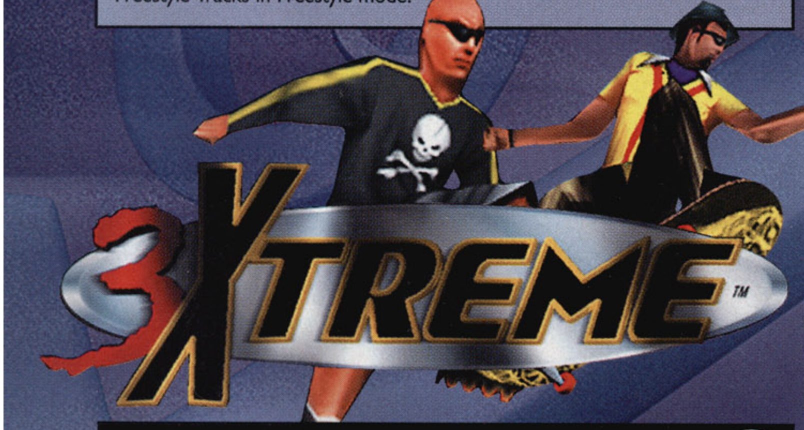
PlayStation

3Xtreme

Unlock All Freestyle Tracks


3XTREME
new season
one player
options
memory card
3XTREME
new season
one player
options
codes
3XTREME
new season
one player
options
trixxy
TO CHANGE
TO CANCEL
3XTREME
select track
haunted house
TO CHANGE
ENTER

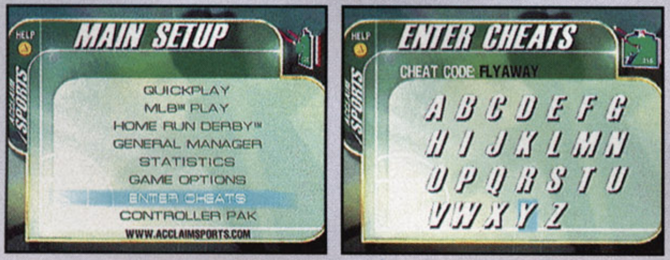
At the main menu, highlight Memory Card, **press Left or Right** to highlight Codes, then **press** ×. Enter TRIXXY and **press** × to unlock all the Freestyle Tracks in Freestyle mode.



Nintendo 64

All-Star Baseball 2000

Baseball Trails, Big Baseball, Blackout Mode, and More


MAIN SETUP
QUICKPLAY
MLB™ PLAY
HOME RUN DERBY™
GENERAL MANAGER
STATISTICS
GAME OPTIONS
ENTER CHEATS
CONTROLLER PAK
WWW.ACCLAIMSPORTS.COM
ENTER CHEATS
CHEAT CODE FLYAWAY
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z

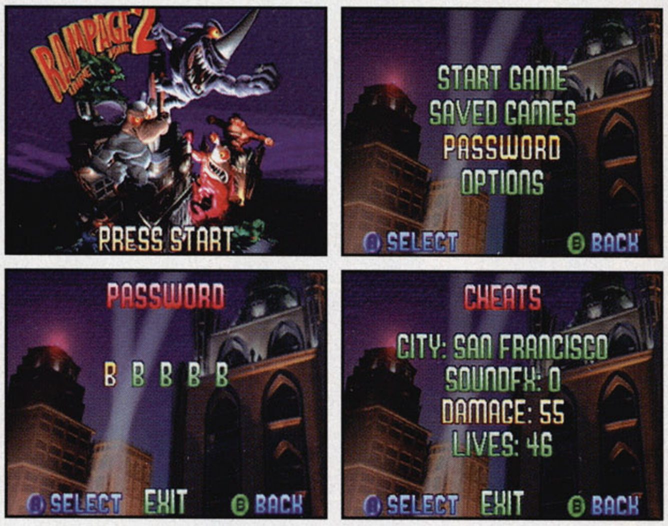
Enter the following cheats at the Enter Cheats menu:

Baseball Trails:	WLDWLDWST
Big Baseball:	BCHBLKTPTY
Blackout Mode:	WTOTL
Blurred Graphics:	MYEYES
Fly Back to Dugout:	FLYAWAY
Small Players:	TOMTHUMB

Nintendo 64

Rampage 2: Universal Tour

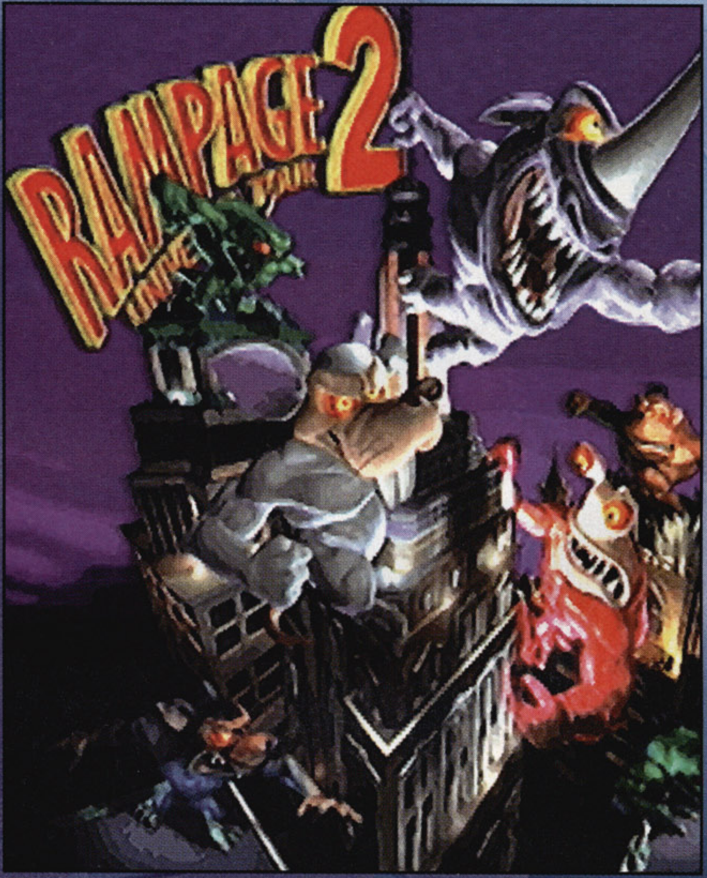
Cheats Menu and Play as Alternate Myukus


RAMPAGE 2
PRESS START
START GAME
SAVED GAMES
PASSWORD
OPTIONS
A SELECT
B BACK
PASSWORD
B B B B B
A SELECT
EXIT
B BACK
CHEATS
A SELECT
EXIT
B BACK

CITY: SAN FRANCISCO
SOUNDFX: 0
DAMAGE: 55
LIVES: 46

At the title screen, **press Start,** then select the Password option and enter the following codes:

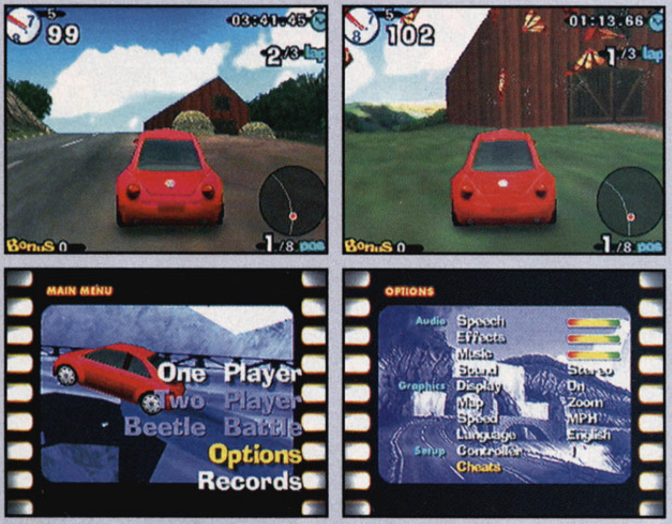
Cheats Menu:	BVGGY
Alternate Myukus (with full attributes):	B1G4L


RAMPAGE 2
UNIVERSAL TOUR

Nintendo 64

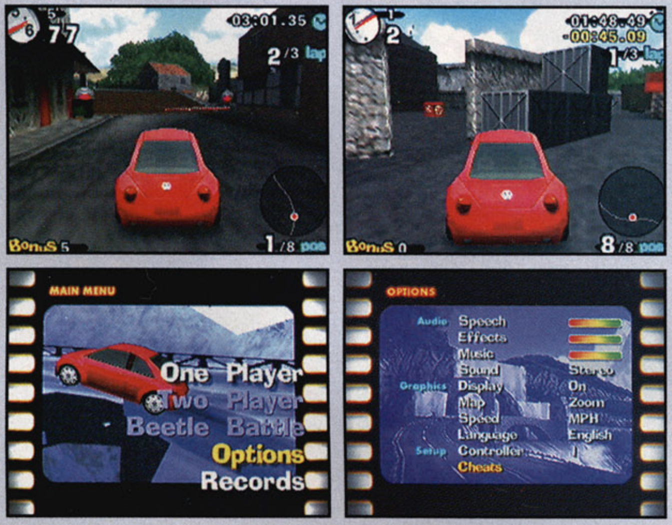
Beetle Adventure Racing

Cheats Menu and Handicap Mode

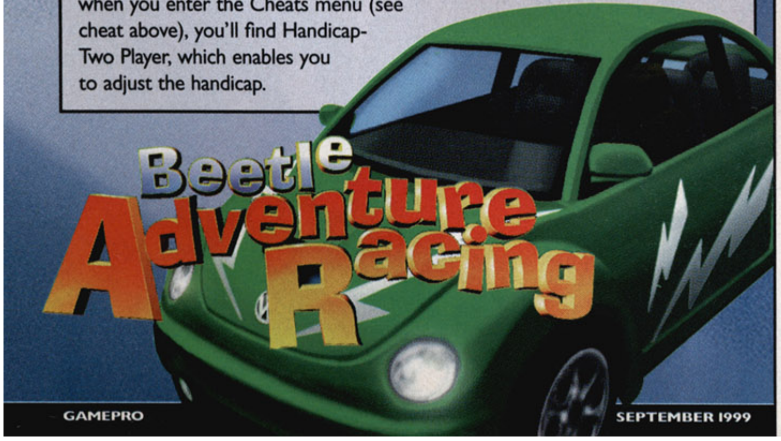

99
03:41.45
2/3 lap
Bonus 0
1/8 pos
102
01:13.66
1/3 lap
MAIN MENU
One Player
Two Player
Beetle Battle
Options
Records
OPTIONS
Audio Speech
Effects
Music
Sound Stereo
Graphics Display On
Map Zoom
Speed MPH
Language English
Setup Controller 1
Cheats

Note: The following codes can be accessed only while racing on the Coventry Cove track in Championship mode.

Cheats Menu: Find the shortcut with the barn and two hay piles on the right side of the road. If you run into the hay pile closest to the road, you should hit a box. You'll hear someone say "Groovy!" if you were successful. Finish the race, then enter Options where you'll find the category, Cheats. Select it to access the Cheats menu.


77
03:01.35
2/3 lap
Bonus 5
1/8 pos
01:48.49
00:45.09
1/3 lap
Bonus 0
8/8 pos
MAIN MENU
One Player
Two Player
Beetle Battle
Options
Records
OPTIONS
Audio Speech
Effects
Music
Sound Stereo
Graphics Display On
Map Zoom
Speed MPH
Language English
Setup Controller 1
Cheats

Handicap Mode: Drive over the small wooden drawbridge at the beginning of the course. After the bridge, and just before the white crane, is a white stone wall on the left. Follow the wall until you see an opening. Drive through the opening to find a flower crate. Hit the crate and finish the race. Now when you enter the Cheats menu (see cheat above), you'll find Handicap-Two Player, which enables you to adjust the handicap.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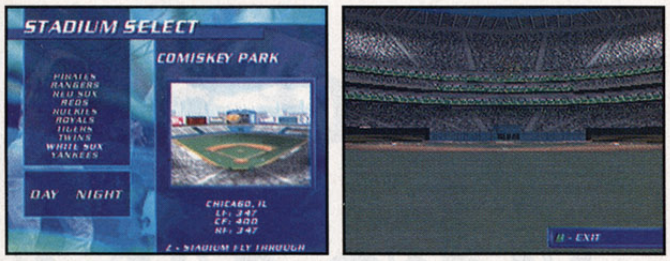
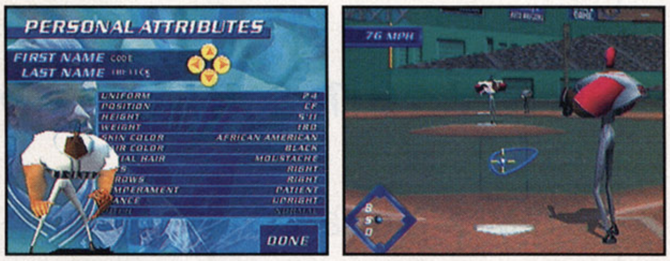
Nintendo 64

Ken Griffey Jr.'s Slugfest

View Fireworks and Access Hidden Teams


STADIUM SELECT
COMISKEY PARK
DAY
NIGHT
CHICAGO, IL

View Fireworks: Select Exhibition mode, and at the Stadium Select screen, highlight any stadium and **press Z** for a Stadium Fly Through. Rotate the view so you're facing home plate, then **simultaneously press R and Z** to watch some fireworks.


PERSONAL ATTRIBUTES
FIRST NAME
LAST NAME
DONE
76 MPH

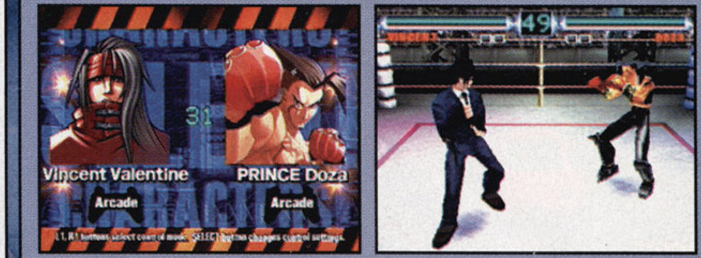
Hidden Teams: At the Create Player screen, enter the following names to access the cheats below. You will hear a confirming sound when you enter each code correctly.

	First Name	Last Name
Big Feet:	CODE	BIGFOOT
Flat Team:	CODE	STEAMROLLED
Invisible Team:	CODE	INVISIBLEMAN
Small Team:	CODE	LIDDLELEAGUE
Thin Team:	CODE	TOOTHPICK
Tick Team:	CODE	THETICK
Weeble Team:	CODE	WEEBLEMAN

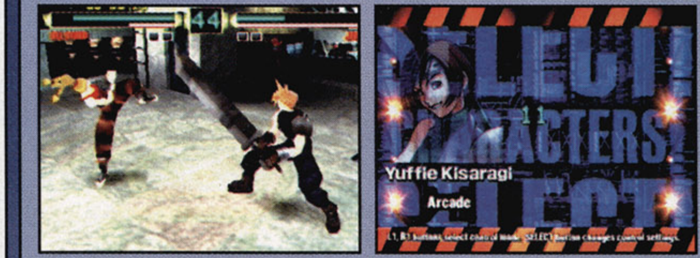
PlayStation

Ehrgeiz

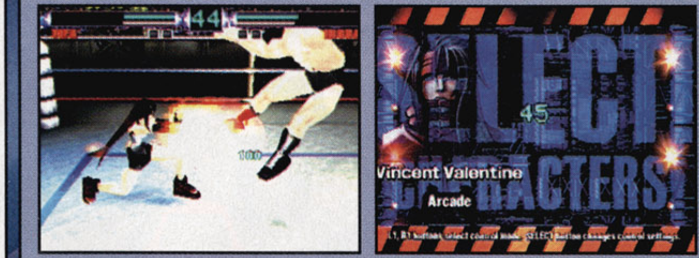
New Costumes and Hidden Characters


Vincent Valentine
Arcade
PRINCE Doza
Arcade

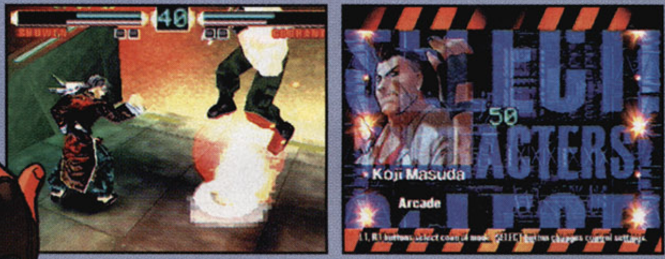
New Costumes: At the Select Character screen, **press and hold Up**, then choose your fighter.


Yuffie Kisaragi
Arcade

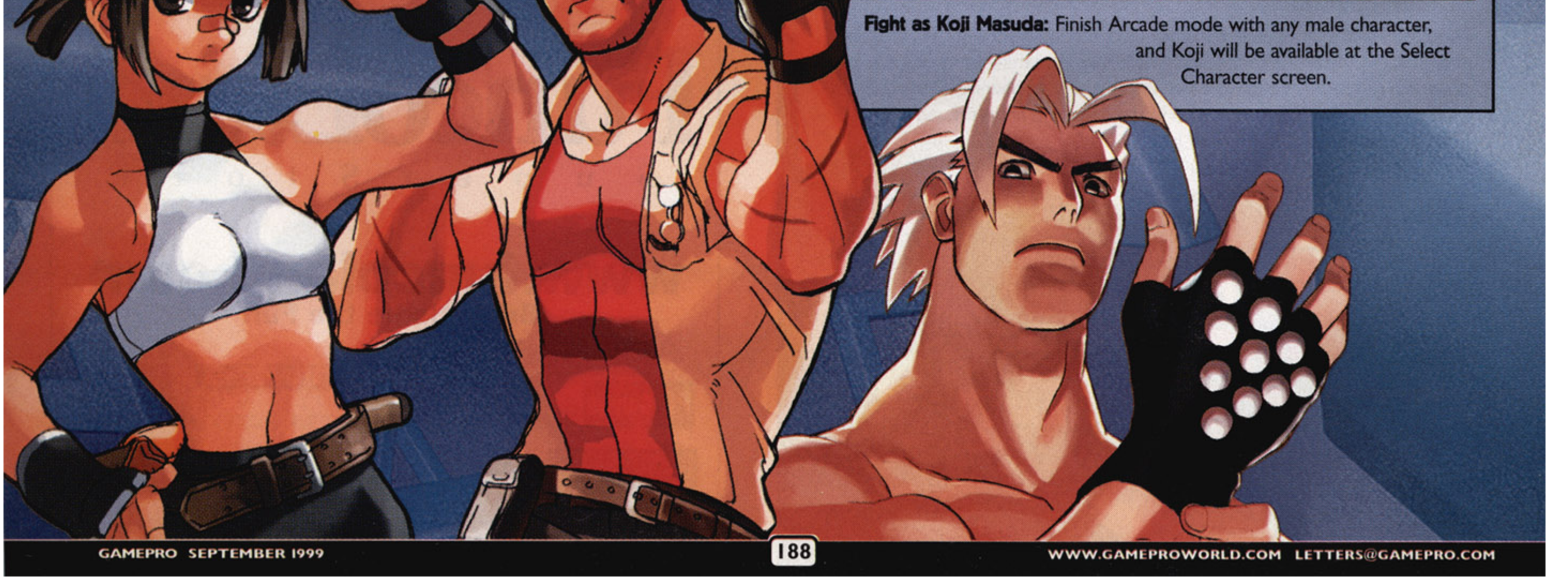
Fight as Yuffie Kisaragi: Finish Arcade mode with Cloud Strife, and Yuffie will become available at the Select Character screen.


Vincent Valentine
Arcade

Fight as Vincent Valentine: Finish Arcade mode with Tifa Lockhart, and Vincent will be available at the Select Character screen.


Koji Masuda
Arcade

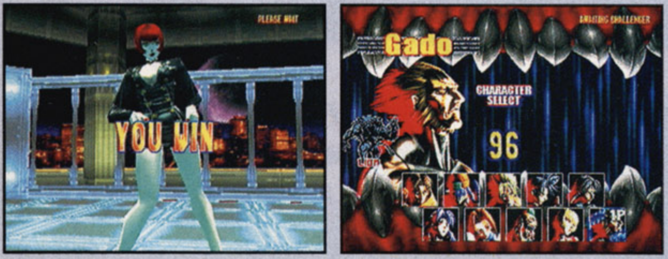
Fight as Koji Masuda: Finish Arcade mode with any male character, and Koji will be available at the Select Character screen.



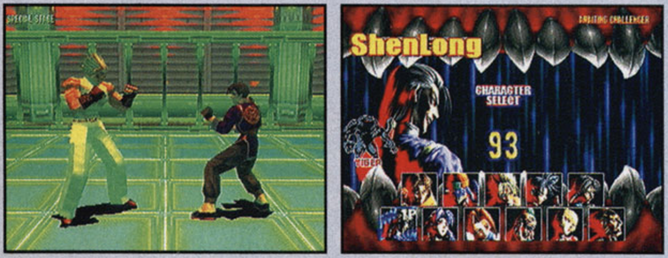
PlayStation

Bloody Roar II

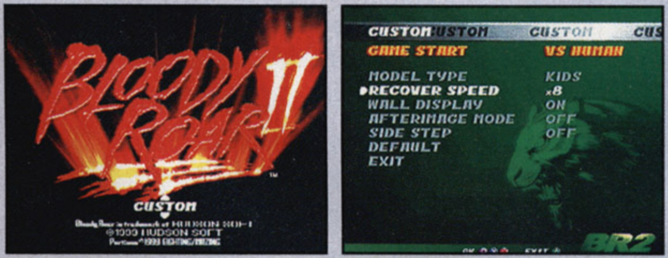
Play as Gado and Shen Long, Recover Speed, and More


YOU WIN
Gado
CHARACTER SELECT
96

Play as Gado: Beat the game with any character in Arcade mode. At the Character Select screen, Gado will be a playable fighter.

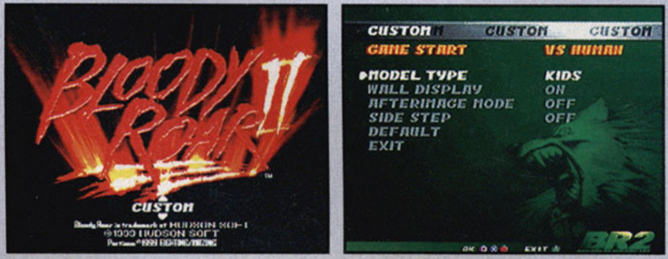

ShenLong
CHARACTER SELECT
93

Play as Shen Long: Play through the game in Arcade mode without using any continues until you fight Shen Long. After you defeat him, he'll become a playable fighter.


BLOODY ROAR II
CUSTOM
BR2

GAME START VS HUMAN
MODEL TYPE KIDS
▶RECOVER SPEED x8
WALL DISPLAY ON
AFTERIMAGE MODE OFF
SIDE STEP OFF
DEFAULT
EXIT

Recover Speed: Beat the game with any character in Story mode without using any continues. At the main menu screen, select Custom, then at the Custom screen, select Recover Speed. Now when you fight, your character will recover health faster.


BLOODY ROAR II
CUSTOM
BR2

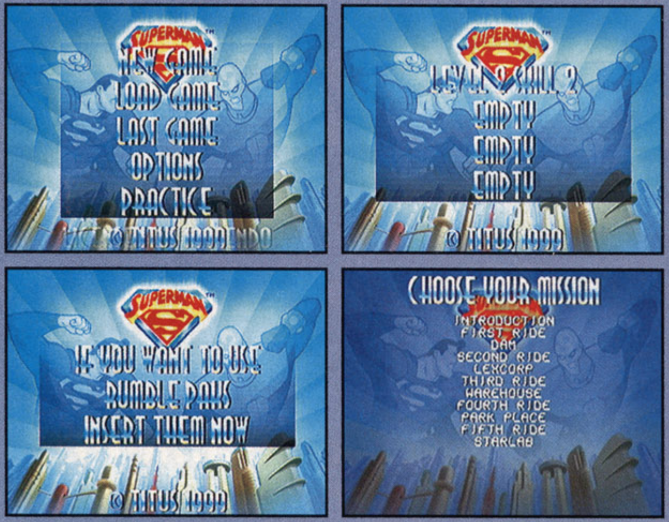
GAME START VS HUMAN
▶MODEL TYPE KIDS
WALL DISPLAY ON
AFTERIMAGE MODE OFF
SIDE STEP OFF
DEFAULT
EXIT

Model Type: Beat the game with any character in Story mode. Then at the main menu screen, choose Custom, and at the Custom screen, you'll find a new mode—Model Type. This option enables you to play with big arms, big heads, or as a pint-sized fighter.

Nintendo 64

Superman

Level Select


NEW GAME
LOAD GAME
LAST GAME
OPTIONS
PRACTICE
LEVEL 8 SKILL 2
EMPTY
EMPTY
EMPTY
IF YOU WANT TO USE RUMBLE PAKS INSERT THEM NOW
© TITUS 1999
CHOOSE YOUR MISSION
INTRODUCTION
FIRST RIDE
DAM
SECOND RIDE
LEXCORP
THIRD RIDE
WAREHOUSE
FOURTH RIDE
PARK PLACE
FIFTH RIDE
STARLAB

Start a new game and play until you can save the game to your Controller Pak, then reset. Now, select the Load Game option from the main menu and load your saved game. When the prompt to insert a Rumble Pak appears, **simultaneously press and hold L and B for one second, then press A**. If you did that correctly, a level select will appear that enables you to play any mission.

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1999

SEPTEMBER

Nintendo 64

1. Pokémon Snap
2. Mario Golf
3. Star Wars Episode I: Racer
4. Super Smash Bros.
5. Rugrats: Scavenger Hunt
6. Superman 64
7. Quake II
8. Fighting Force 64
9. World Driver Championship
10. A Bug's Life
11. Ken Griffey Jr.'s Slugfest
12. Mario Party
13. Vigilante 8
14. All-Star Baseball 2000
15. Beetle Adventure Racing
16. South Park
17. Rampage 2: Universal Tour
18. Triple Play 2000
19. Command & Conquer 3D
20. Snowboard Kids 2

PlayStation

1. Legacy of Kain: Soul Reaver
2. Driver
3. NFL Xtreme 2
4. Tarzan
5. Bugs Bunny: Lost in Time
6. Ape Escape
7. NCAA Football 2000
8. Bloody Roar 2
9. Grand Theft Auto: Director's Cut
10. 3Xtreme
11. Syphon Filter
12. Star Ocean: The Second Story
13. Ridge Racer Type 4
14. Need For Speed: High Stakes
15. Ehrgeiz
16. MLB 2000
17. Army Men 3D
18. Triple Play 2000
19. Centipede
20. Croc II

Extreme Ahab's Can't Miss List

Avast, landlubbers! Those of us with time to kill on the ocean deep occasionally put aside our ancient maps to play some modern games. I prefer titles with a bit of a mental edge—may the great White Whale swallow fighting games whole!

1. Star Wars Episode I: Phantom Menace *(PlayStation)*
2. Dino Crisis *(PlayStation)*
3. Silent Hill *(PlayStation)*
4. Syphon Filter *(PlayStation)*
5. Shadowgate 64 *(Nintendo 64)*
6. The Legend of Zelda: Ocarina of Time *(Nintendo 64)*
7. Echo Night *(PlayStation)*
8. Star Wars Episode I: Racer *(Nintendo 64)*
9. Lode Runner 3D *(Nintendo 64)*
10. Castlevania 64 *(Nintendo 64)*

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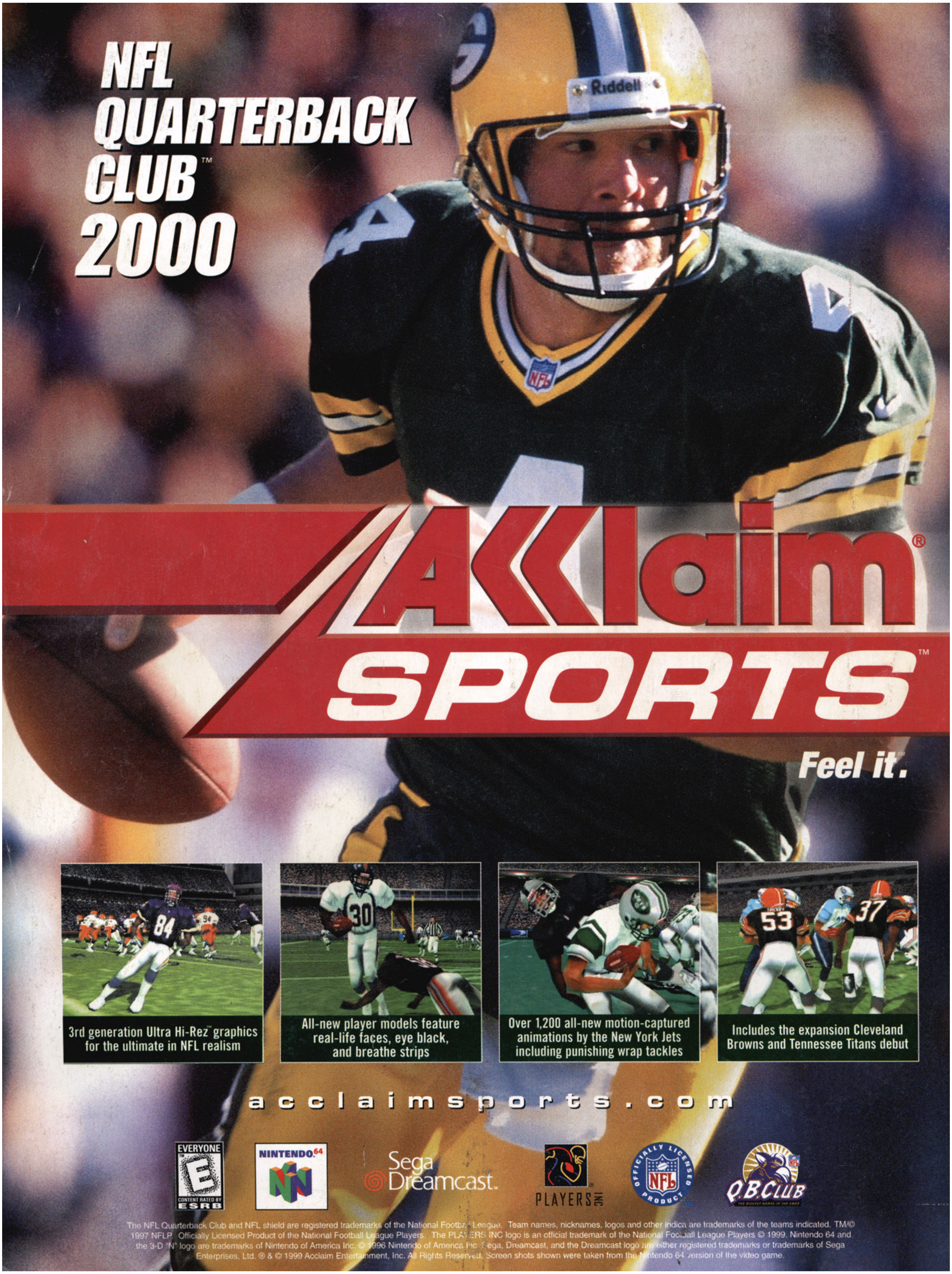
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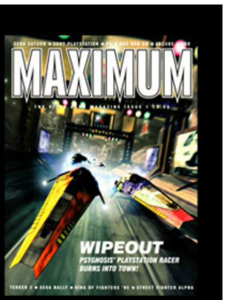

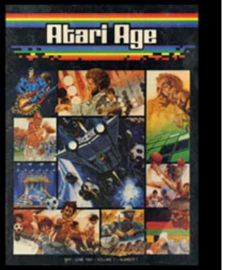

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